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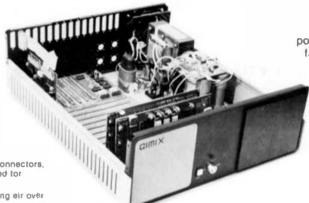
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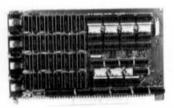
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elements. It is addressable to any 2K boundary, GHOSTable addressing allows multiple boads at the same address, risking it ideal for multi-user applications. The available software includes a GMXBUG video based 3K ROM monitor, stand alone driver routines, and a program to create user defined characters.

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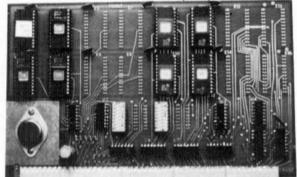
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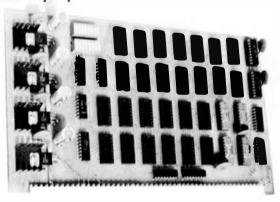
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Byron Seastrunk %Percom 511 N. Kirby Garland, TX 75042

I kept agitating Harold (Harold Mauch of Percom Data) to give me one of his 6809 chips. He always put me off by saying 6809 chips were in short supply and besides I had not finished the INDEX driver software for the Smoke Signal Disk Controller. One day in a fit of dark humor, Harold gave me a "non-working" 6809 which Motorola had supplied for photographic purposes.

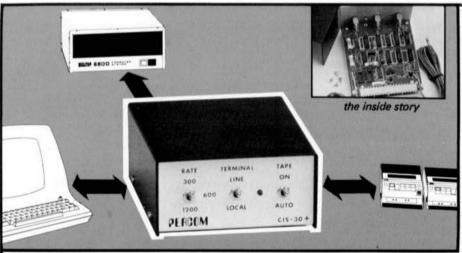
Curiosity finally got the best of me so I talked Mike (Mike Foreman, Percom's 6809 project engineer) into plugging my 6809 into his development system. EXPERIMENTERS REVENGE! The thing worked! To this day I have not found out what was supposed to be wrong with the

chip (except that I can't get it to run at 2 mhz!).

Although I am sure Harold had seconds thoughts, he let me keep the chip. This was on a Friday afternoon. To avoid the verbal harassment I was sure to get if I didn't do something with the 6809, I began to think of the easiest way to get it running.

Percom's 6809 circuit cards were as scarce as No-Lead gasoline at 49.9. Besides I knew I shouldn't press my luck. I thought about wire-wrapping an entire CPU board but that would take at least a week spare time; everyday of which would mean enduring additional disparaging remarks from my colleagues. Besides it was a weekend and I couldn't find an SS-50 proto board anywhere.

After studying the schematic of my MP-A2 processor card I decided the easiest approach would be to mount the 6809 on a piece of perf-board (Radio Shack was still open) together with a 4 mhz crystal, a couple of TTL gates, and a 40-pin wire-wrap socket which would plug



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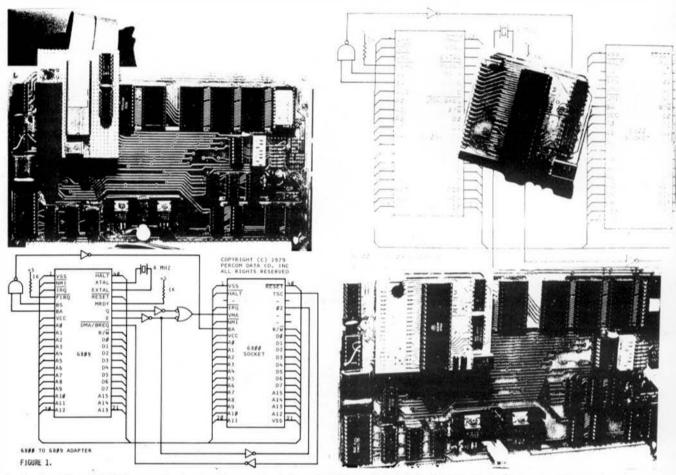
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into the 6800 socket. To get the 6809 clock and reset out to the bus I removed the 6875 clock generator from its socket and replaced it with a 16-pin DIP header which jumpered pin 7 to pin 13 and pin 12 to pin 14. You can get the rest of the details from the attached schematic and photograph.

I'm not sure it's worth the effort to modify the older MP-A processor card because there is no easy way to install a different

PROM for the operating system.

Obviously the SMARTBUG monitor I used with the 6800 would not work with the 6809. So I burned a PROM with a short 6809 program which did nothing but print a string of "AAAAA..." on the terminal. It worked

perfectly the first time I applied power.

Now a 6809 which does nothing but print "AAAAA..." may not seem like the pinnacle of software development but I was so excited I grabbed the wrong end of the soldering iron and earned a one week title of "Rightie"! I played with several more simple programs but decided to wait until monday morning to get a copy of Percom's 6809 monitor.

Monday morning I displayed my cleverness to the other engineers and technicians at Percom. Now you have to understand that Harold gets a bit more excited than most normal people. When he saw my adapter he began to sputter something about torpedos and SWTP and how fast could

I get the PCB layed out.

This weekend I'm laying out the PC board (as well as working on the Smoke driver for INDEX - Is there no justice?). Percom plans to make available a version of their 6809 system monitor (PSYMON) on a 2716 which will work with this adapter for \$69.95. You can also get the source and object of the monitor on diskette (Percom format) for \$29.95 and burn your own PROM. A kit of parts including the 6809, crystal, and PCB will be available from Percom or a Percom dealer in August for \$69.95.

Gene Embry Rt. 1, Box 151 B-1-A Morrisville, NC 27560

The storage of a large number of records on a Mail List data files, almost requires the use of fairly short string lengths. I say "almost" because one might use some concatenation techniques to put all the items of a mail list into a single string using de-limiters. FORGET IT!

One use of a Mail List is to send a letter to all or part of the people on it. Letters senerally require string lengths much greater than the string lengths used during the manipulation of the mail list file. We need away to deal with this.

Using Computerware's Basic, how do we send all people on our mail list a letter that was written using a string value set equal to 82.

Our first attempt was to LOAD in a program (string=24) which printed the address information then CHAIN in another program (string=82) which fetched and printed the letter. Finally, we CHAINED back the original program to print the complementary close, etc. etc. This did work but had at least one major drawback. SLOWNESS: When several hundred letters need to be sent we just didn't have time to wait.

The two programs presented in this article solved the problem. Their names are POKE.GEN and GENERAL.PRI.

The first, POKE.GEN with STRING=82 sets the letter from disk and pokes it into RAM byte by byte. A swall printer driver routine is also included.

GENERAL.PRT with STRING=24 access the Mail List data file, prints the inside address, calls the machine program to print the letter and finally prints the closing.

When POKE.GEN is called a couple of assumtions are made. First, that SSB DDS and Computerware Basic (Ver. 7.0 or 8.0) are being used. Second, a printer is on port 2 and is driven via an ACIA.

PROGRAM DETAILS

Lines \$10-18 finds the current end of memory that Basic takes (\$6800) and changes it to \$5800. This reserves 4k of memory to be used for the driver program and the letter.

Line \$18 will take care of the re-allocation of memory via RUN.

Lines #30 to 99 sets the STRING=82.
Lines #100 - 199 poke into RAM a program starting at location \$5800. This program is the USER called by GENERAL.PRT. If you have never dis-assembled a program written in decimal- - new is your chance!

Lines #200 - 299 permits selection of the desired letter previoussy written and saved.

Lines #300 - 399 PLM is used in version B.O and upward to allow use of commas. Remove if using version 7.0

Lines #1000 - 1090 This routine is the major section of this program. Each line of the file is called up and then character-by-character is coverted into its decimal equivalent via (line 1042) and poked into the next memory location.

Lines #3000 - 3090 add a Carraige Return and Line Feed. The end of the letter is signified by adding a control Z (\$1A). Bon't Forget to add it or you will be grinting a long, long time.

At this point we have poked into RAM the printer driver routine and the letter. The program GEMERAL.PRT is now CHAINED.

GENERAL PRINT uses strings of length 24 which was the number we used to store the data on our Mail List. Several mail lists are in use and each has a satellite file called SWAP.DAY that goes with it. The items stored here have to do with the number of records used, has it been sorted by ZIP code plus some other things not important here.

After setting a few variables we tell Basic where our USER program will start (lines 40-48).

The format of our mail list record is as follows:

A\$ = Name

8\$ = #1 Addresss

C\$ = #2 Address

D\$ = City and State

A = ZIP Code

E\$ = Salutation

8= Category

The Category is used during the building of the mail list to indicate the profession of A\$, i.e., 69 is all MD's that are left-handed with red hair and drive a 1955 fairlane Ford. (Very few!!)

we are planning to change the Salutation field from a string to a numeric in order to get about 15% more names on each disk.

The subroutine called in line £130 is pretty much self-commented. In addition to sending the letter to everyone we may select only by ZIP code or by CATEGORY but not both. It would be desirable to be able to send a letter to only those of category = £9 who are in between ZIP codes 12345 and 23456. We just haven't been able to figure out the code! Maybe some smart '68 Journal Reader can belp us out.

After selecting the people to get the letter we loop through the three routines called by lines #200 - 289. Here we make calls to the following three sub-routines.

1. TO: lines #3000 - #3090 2. MESSAGE: lines #2000 - 20900 3. FROM: lines #1000 - 1090

After all letters are printed we remember to restore the 4% of RAP we took from BASIC way back in the beginning.

One problem you might look for if you elect to run these programs is as follows. The ACIA driver program takes 32 bytes. If your letter and driver program along with the LF/CR are greater than 4K you will overwrite the DDS. Since our letters are very short, this has not been a problem for us.

I am currently running a variable speed SHTPC MP-2A with dual 8° SSB disks. DOSG8.42 with RAM from \$0000 to \$7FFF and from \$0000 to \$AFFF, a highly modified CT-1024, AC-30 and a DEC LA-34 completes our system.

```
0001 : POKE.GEN
0002:
0003 : VERSION 3
0004
0005 : GENE EMBRY 7/10/79
0006
0008 : THIS IS TRICKY!
0009:
0010 LET A=268::COMPUTERWARE VER. 7.0 & 8.0
0012 LET B=PEEK(A)
0014 IF 8=88 THEN 30:: THIS IS $58
0016 IF 8(>104 THEN A=A+1:GOTO 12::104 = $68
0018 IF 8=104 THEN 8=88:POKE(A,B):RUN
0030 STRING= 82
0032 HOME
0034 LINE= 0
0099:
0100 : POKE MACHINE PGM. INTO RAM
```

```
0101 .
0110 LET A=22528::START OF RESERVED SPACE = $5800
0122 READ B
0130 IF B(0 THEN 200
0140 PIKE( A.B)
0145 LET A=A+1
0150 GOTE 122
0150 DATA 206,89,42,134,32,198,12
0162 DATA 141,20,90,93,38,250
0164 DATA 166,0,129,25,39,9
0168 DATA 141,8,8,129,10,39,233,32,241,57
0168 DATA 55,246,128,8,87,87,36,249,183,128,9
0170 PATA 51,57
0:72 DATA -1
0199 :
0200 : WHICH LETTER TO SEND
0201:
0210 INPUT "WHAT IS NAME OF LETTER TO PRINT ", AS
0220 INPUT "WHICH DISK CONTAINS THE LETTER ", N
0230 LET NS=STRS(N)
0240 LET AS=NS+CHR$(58)+AS
0250 IF FORK AS=0 THEN 300::IT EXISTS
0260 PRINT A$;" LETTER MASN'T BEEN MRITTEN."
0270 INPUT "WANT TO CONTINUE (Y/N) ", 0$
0272 IF 8$() "Y" THEN END
0274 HOME
0280 GDTD 200
0299 :
0300 : SET IT
0301:
0310 DLM-OFF TIPERMETS USE OF COMMAS - VER. 8.0 AND UP
0320 DPEN #1,AS
0330 GCSUB 1000::STICK IT
0340 DLM=0N
0350 CLDSE #1
0399 :
0900:
0990 END :: CHAIN GENERL, PRT
0999 :
1000 : HAVE A FEN GOOD POKES
1001:
1003 HOME
1005 PRINT "THE LETTER HE ARE ABOUT TO SEND."
1010 : REMEMBER 'A' STILL POINTS TO THE NEXT AVAILABLE LOC
ATION.
1011:
1020 READ #1,C$
1022 IF STATUS #1=6 THEN 1080
1038 PRINT CS
1040 FOR X=1 TO LEN(CS)
1042 LET DS=MIDS(CS,X,1):D=ASC(DS)
1044 PDME( A,D):A=A+1
1046 NEXT X
1050 GDSUB 3000::CRLF
1060 GOTO 1020
1080 POKE( A,26)::END OF LETTER = $1A =CONTRL Z
1090 RETURN
1099 :
2999 :
```

```
0240 IF F=3 IF B<A1 THEN 280
3000 : ADD CR & LF
                                                               0242 IF F=3 IF 9>A2 THEN 280
3001:
3010 POKE( A.13)
                                                               0246 : THEY GET LETTER
3020 POKE! A+1,10)
                                                               0270 GOSUB 3000::TD:
3030 LET A=A+2
                                                               0274 GOSUB 2000: MESSAGE
3090 RETURN
                                                               0276 GOSUB 1000::FROM:
3099:
                                                               0278 SKIP #T.5::GET READ FOR NEXT MESSAGE
                                                               0280 NEXT X
                                                               0299:
                                                               0300 : RESTORE BASIC
0001 : GENERL.PRT
                                                               0301:
0002 :
0003 : GENE EMBRY 6/30/79
                                                               0305 GDTO 990
0004:
                                                               0310 CLOSE #10
0010 STRING= 24
                                                               0312 LET A=258
0012 LET T=2:LINE=0:HOME
                                                               0320 LET B=PEEK(A)
0014 PRINT "THIS PRINTS A LETTER."
                                                               0330 IF B<>BB THEN A=A+1:GDTO 320
0015 DLM=OFF :INPUT"TODAY'S DATE ",G$:DLM=ON
                                                               0340 IF 8=88 THEN B=104:POKE(A,8)
0016 INPUT "INSERT PROPER MAIL LIST IN DRIVE #9 AND PRESS
                                                               0900 :
"RETURN" ",8$
                                                               0990 END
0020 OPEN #1.1:SWAP.DAT
                                                               0999:
                                                               1000 : FROM
0022 READ #1.N1.N2.N3.N4.N5.NS.N7.N8.N9.18.K$.L$
                                                               1001:
0024 CLCSE #1
0030 OPEN #10,1:MAIL.DAT
                                                               1010 LET #=4B
                                                               1012 PRINT #TOPRINT #T
0040 : SET UP LOCATION $28 AND $29 FOR THE MACHINE PGM.
                                                               1014 PRINT #T, TAB(H); V$
                                                               1016 SKIP #T.4
0041 :
0042 LET Y=40:X=8B::$58 = 8B
                                                               1020 PRINT #T, TAB(W); J$;K$
OO44 POKE( Y.X)
                                                               1030 PRINT #T, TAB(W) ;L$
                                                               1040 PRINT #T, TAB(H) FMS
0046 LET X=0
                                                               1050 SKIP #1,4
0048 POKE( Y+1,X):: $0 = 0 (RIGHT ?)
                                                               1090 RETURN
9050 LET JS="GENE EMBRY"
                                                               1099:
0052 LET KS=", ESQ."
0054 LET L$="ROUTE 1 90X 151 B-!-A"
                                                               2000 : PRINT MESSAGE
0056 LET MS="MORRISVILLE, N.C. 27560"
                                                               2001:
0058 LET VS="VERY TRULY YOURS,"
                                                               2010 LET Z=USER(4)
0070 PRINT "DON'T FORGET TO SET THE 'TAB' ON THE PRINTER (
                                                               2090 RETURN
17 SPACES)."
                                                               2099:
                                                               3000 : TO WHOM
0080 INPUT "WHEN PRINTER IS READY PRESS 'RETURN' ", @$
                                                                3001:
0099 :
0100 : NHO SHALL GET THIS MESSAGE
                                                               3003 PRINT #T
0101 :
                                                               3005 PRINT #T, TAB(48);G$::DATE
0105 HOME
                                                               3010 PRINT ST
0110 PRINT "THERE ARE "ING; "PEOPLE ON THE MAIL LIST."
                                                               3020 LET ₩=12
                                                               3030 PRINT #T, TAB(W) ;A$
0112 PRINT
                                                               3040 PRINT #7, TAB(W) ;8$
0120 PRINT "YOU CAN ELECT TO:"
                                                               3050 IF Cs="0" THEN 3070
0130 GDSUB 4000::SELECTION CHART
                                                               3052 IF C$="0" THEN 3070
0140 IF F(1 THEN 300
                                                               3054 IF C$= " THEN 3070
0199 :
0200 : MAIN
                                                               3060 PRINT #T. TAB(W);C$
                                                               3070 PRINT #T, TAB(W);D$;"
0201:
0205 PRINT "WORKING IN RECORD # ";
                                                               3072 SKIP #T.2
                                                               3074 PRINT #T, TAB(W);E$
0210 FOR X=1 TO N3
                                                               3075 SKIP #T.2
0212 PRINT X;
                                                               3080 : PRINT #T.CHR$(12)::FOR PRINTERS HAVING 'TOF'
0214 SET RECNO#10=X:GOSUB 9000
                                                               3082 : IF NO TOF THEN MUST COUNT LINES
0220 IF A$="" THEN 280::NO ONE IN SLOT
                                                               3084 :
0222 IF F=I THEN 270::EVERYONE GETS IT
                                                               3090 RETURN
0230 IF F=3 THEN 240
                                                               3099:
0232 IF F=2 IF A<A1 THEN 280
                                                               4000 : MAKE UP SELECION CHART
0234 IF F=2 IF A>A2 THEN 2B0
                                                               4001:
0236 GOTO 270::THEY GET A LETTER
```

```
4010 PRINT "1. SEND LETTER TO EVERYONE"
4012 PRINT "2. SEND TO THOSE HAVING CERTAIN 'ZIP' CODES"
4014 PRINT "3. SEND TO THOSE OF CERTAIN CATEGORIES"
4016 PRINT
4020 INPUT "MAKE SELECTION ".F
4022 IF F(1 P. "BYE!":GDTO 4090
4030 IF F)3 P. "BYE! ":GOTO 4090
4940 IF F=1 THEN 4090
4050 IF F=3 THEN 4060
4052 INPUT "HINIMUM ZIP TO GET LETTER ",A1
4054 INPUT "MAXIMUM ZIP TO GET LETTER ",AZ
4056 IF A2(A1 THEN 4052
4058 E0TO 4090
4060 INPUT "HINIMUM CATEGORY TO GET LETTER ".A:
4062 INPUT "MAXIMUM CATEGORY TO GET LETTER ".A2
4064 IF A2(A1 THEN 4060
4090 RETURN
4099 :
9000 : GET
9001 :
9010 GET #10.As.Bs.Cs.Ds.A.Es.B
9090 RETURN
9099 :
```

TSC SORT-MERGE (Review)

Dale Puckett 14753 Endsley Turn Woodbridge, VA 22193

One of the most useful software packages available for 6800 users is the Technical systems Consultants (TSC) Sort/Merge package. It is a highly recommended addition to your business system.

When Don Williams asked me if I would like to review it, I jumped at the opportunity. I had been curious about its capabilities since the small advertisements announcing its availability did not go into great detail.

If you were an advertising writer and had to come up with a campaign to sell the package to the general public, you could rightly borrow the famous, "Have It Your Way." from the hamburger chain. The Sort/Merge package will do just about everything you could want. Once again, TSC hasn't missed a trick. This article will attempt to acquaint the reader with the package and show how easy it is to use.

HARDWARE REQUIREMENTS. The package requires that the user have a disk system with the FLEX operating system and a minimum of 8K user memory starting at \$0000. All input to the program comes from disk files. Output may be routed to another disk file, the terminal or a printer.

DOCUMENTATION. It's outstanding. The manual states in the introduction that it was written with a non-computeriat in mind. I agree and would go as far as to say that your secretary will be able to use the system after reading the tutorial in the manual and practicing with the sample data files supplied on the system disk. Inside a week she should be able to make it spit out a list sorted to any degree of precision, in any format, that you can dream up.

OVERVIEW. There are five command files, one system file and two sample data files on the disk supplied by TSC. SORT.CMD and MERGE.CMD prompt the user for all parameters needed by the system. PSORT.CMD AND PMERGE.CMD (the P stands for Parameter) both get their sort parameters off of a file which is created by SORT.CMD or MERGE.CMD. This really comes in handy when you want to sort a number of files over a period of time, once a month for instance. Using PSORT or PMERGE you only have to enter the parameters once.

CSORT.CMD is a command line sort which allows you to enter the parameters on one line without prompting. This will appeal to people who understand the way the system works and enjoy feeling that they control their own destiny. SRTMRG.SYS is the actual Sort/Merge system file. It is called automatically by the command files after all parameters are set up.

Finally, the sample data files are simply two lists of 10 names and phone numbers. The first file has only one field per record and is set up by column position. The second is set up with three fields per record; one each for last name, first name and phone number. The manual gives complete examples for working with both types of files.

OPERATION. The best way to show how easy it is to use the package is to go through the set up procedure step by step. You'll soon discover that you don't need to know very much about sorting to use the package.

You start by typing SORT NAMOFILE. The default extension is .TXT. Each time the Sort or Merge command prompts for a parameter it gives you a list of the options. You'll notice that one of the options has an asterisk "*" beside it. This option is the default and can be selected by simply typing a carriage return. The package is so well planned

that you will find yourself hitting the carriage return key most of the time.

After typing a banner on the terminal, the system asks the operator, "OUTPUT TO DISK (Y OR N*)?" If you want a sorted file on the disk, just type, "Y." If not, type "N" or hit return.

The system then asks, "INTERMEDIATE WORK FILE DRIVE?" You may type a drive number here, or hit return and let it default to the FLEX system drive.

"FIXED OR VARIABLE LENGTH RECORDS (F OR V*)?" is the next prompt. You'll find that most of the files you will need to sort are variable so the default option will most likely be your choice.

Other prompts ask you for an End of Record (EOR) character (the default is a carriage return or \$OD); a field separator character; and if the output should come from the key, the input file, or some other source (the default is the input file).

After this preliminary questioning, the system prompts the operator for the input keys. This step is the key to the sort.

The SRTMRG.SYS uses the keys you specifiy here to sort the file. To simplify the concept lets assume that you have a file on your disk which contains a mailing list for your church newsletter. To qualify for a cheaper mail rate you may desire to supply the mailings to the post office already sorted by zip code.

Let's assume that your file has the following fields, each separated by a comma or other field separator character: LAST, FIRST, INITIAL, TITLE, STREET, CITY, STATE, ZIP, PHONE.

Because of the way you have organized your file, the zip code is in the eighth field. You must give this information to the Sort/Merge package along with the starting and ending columns that you want to sort from within the field. Since you know the zip code is five characters long, you would simply type "(8)1-5" in response to the prompt.

If you wanted to sort by LAST name, you would type (1)1-10. If you wanted to sort first by LAST name, then by FIRST name, you would type (1)1-10,(2)1-10. You may use as many keys in a sort as you please.

To test the system, I quickly built a file containing names and addresses in the family telephone book and gave it a workout. I sorted the records in every combination I could think of and had them

output in every format I could dream up. I did not experience any difficulty and the response always came immediately after I hit the return key. Another user told me that he often sorted files with over 7,000 records and it only took the system two or three seconds to respond.

After you have entered the input keys you will receive a prompt which asks for the output keys. If you simply hit the return key the system will default to the entire record.

The output keys allow you to print the record in any format you prefer on the terminal, printer or even in a new disk file.

For example if you wanted to sort the file mentioned above and print out a list with the first name followed by the last you would simply (2)1-*,\$20,1-*,\$20,(9)1-*. The \$20 prints a space between the first and last names and between the last name and the phone number. Besides printing the character equal to a hexadecimal value, the system will also let you print a literal string on the screen. You do this by putting the string in single quotes like (2)1-*,\$20,1-*,\$20, and his phone number: ,(9)1-*. You may also tab over to a column position by typing a commercial at sign followed by the column desired.

It is an easy matter to tell the system to right or left justify different output keys, or to sort in either ascending or descending order.

After entering the output keys you will be asked if you desire to specify further options. Most of the time you won't need them, but if you type yes to. this question you will be asked over a half-dozen additional questions. In the interest of keeping this article short, we'll let you be pleasantly surprised when you buy the package. Finally, you will be asked if you wish to save the parameter file on the disk. If you answer yes, there will be prompt for a file name. Then, the file will be saved. If you save this file, you will be able to do similar sorts on any file later using the PSORT.CMD. It sorts immediately and does not ask all the questions. At this point you will be asked if you want to go ahead and sort, or exit the system. Most of the time you will want to sort, so you will type an S. After you type it, you're screen will start to fill with neatly sorted data, almost instanteously.

CONCLUSION. The TSC Sort/Merge package is one of the finest pieces of aoftware available for the 6800 For \$75.00 you microprocessor to date. can do the same job performed by many of the so called data base management programs which run in BASIC. In fact, you can do more, do it faster, and with less memory overhead. This review has only touched the highlights. The package can do a lot more.

SMITHBUG (A Review)

David Hanon Box 237C, Rt. 6 Ringgold, GA 30736

Not Just Your Average 6800 Bug
Recently I had been organizing some of my
favorite utility routines and was
preparing to expand the command table in
SWATBUG (my present monitor) to accomodate
them.

It was at that time that I was asked to evaluate the SMITHBUG monitor from Ed Smiths' Software Works for 68 Micro Journal. After becoming acquainted with the features of SMITHBUG, my efforts to expand SWATBUG came to a sudden halt. SMITHBUG contained all of my proposed additions for SWATBUG plus many more sophisticated features.

SMITHBUG is supplied in either a SWATBUG or a SMARTBUG compatible version and requires a 6850 ACIA at \$8004 (SWATBUG version) or \$8008 (SMARTBUG version).

SMITHBUG resides at the top of memory (\$F800-\$FFFF) and can be operated in conjunction with SWATBUG or SMARTBUG, or it may be used as a stand alone monitor. Also you must have an EPROM board in your system which will accept 2716 EPROMS or the SWTP A-2 processor board can be used.

If SMITHBUG is to be used with SWATBUG for example, SWATBUG will need to be copied into another 2716 EPROM and addressed at it's usual \$E000 address. The reason for this is that full address decoding was not used for the monitor socket on the SWTP processor boards and SWATBUG is mirrored 8 places from \$E000 through \$FFFF and this would cause double addressing. When using SMITHBUG at \$F800 and SWATBUG at \$E000 on the A-2 processor board turn the HI-PROM switch off, the monitor switch off, and the 4K-8K switch on.

Now let's get to the super features that SMITHBUG provides. "R" Register dump displays the values of all the 6800 registers along with labels so you don't forget what order they are displayed in.

Also the processor status register is shown bit by bit with each bit labeled. "D" Disassemble program starting at a specified address. The disassembler converts a machine language program to standard mnemonic symbols. The object address for relative branches and indexed operations are displayed as well as a print out of all ASCII characters. disassembler is advanced to the next instruction by pressing the space bar. Trace will single step programs starting at a specified address The space bar is used to debugging. advance to the next instruction and a register dump is displayed for each instruction. Also a disassembled listing is shown for each instruction which makes it easy to follow program flow. The trace function can be aborted at any time by pressing the return key.

Since Trace will only step through RAM, jumps to addresses above \$E000 are sensed and the single stepping will continue after program flow returns to the "I" or "2" inserts one or main program. two software interrupts at apecified When an SWI is encountered a addresses. register dump will normally However, provision has been made for the user to vector to a user written If breakpoint routine. an encountered while in the Trace mode the Trace mode may be re-entered by typing

This covers the more complex features supported by SMITHBUG. The remainder of the features will only be discussed briefly.

SMITHBUG has a memory dump feature which will dump \$80 bytes on the CRT and interprets all ASCII characters on the line below the hex dump.

Also there is a block move routine, and similar to SWATBUG, a find (one hex byte) routine, a memory examine and change routine, a GOTO user program command, and a jump to user program.

Some other unique features of SMITHBUG include an insert command which will fill memory with a particular byte between specified addresses, a fill memory with ASCII characters from keyboard, command, and a terminal echo on/off command.

A jump to \$8020 is included to cold start the Smoke Signal Broadcasting BFD-68 disk system. I changed this jump to go to my SWATBUG disk boot. Also there is a jump to a disk operating system soft start entry point. I also changed this

jump to fit my particular disk operating system.

Another jump vector can be utilized to send all output to a hard copy device driver routine.

The only thing that is missing is a tape input/output routine, but if you have a disk system or if you use SMITHBUG in conjunction with another monitor which supports tape this is no problem.

I found it convenient to change the code in SMITHBUG to jump to SWATBUG with a "\$" which is the SWATBUG prompt. I also added to the command table in SWATBUG so that I could jump to SMITHBUG by typing "" which is the SMITHBUG prompt. These changes are easy to make since the program resides in EPROM.

I have found SMITHBUG to be a complete and very useful monitor combining many of the utilities which I used to have to load separately when I needed them.

PATCH DISK SAVE & LOAD TSC TAPE BASIC

Mickey E. Ferguson Box 708 Trenton, Ga 30752

IN CASE YOU HAVN'T TRIED IT, TSC'S NEW BASIC IS REALLY SUPER... IT IS ULTRA FAST, ACCURATE, AND FULL OF HELPFUL FEATURES. BUT MY PURPOSE IS NOT TO TELL YOU ALL ABOUT TSC'S BASIC. IT IS FOR THOSE OF YOU WHO (LIKE ME) COULDN'T WAIT FOR THE DISK VERSION, BUT WOULD RATHER SAVE & LOAD PROGRAMS TO & FROM DISK INSTEAD OF TAPE...

AFTER YOU HAVE ADOMO THIS LITTLE PATCH TO TSC'S BASIC, AND YOU WANT TO SAVE A PROGRAM. YOU TYPE SAVE (JUST LIKE ALWAYS). YOU WILL THEN BE ASKED FOR THE FILE NAME. THE DEFAULT EXTENSION IS .TXT AND THE DEFAULT DRIVE IS THE ONE THAT HAS BEEN ASIGNED AS THE WORK DRIVE. IN BOTH CASES YOU MAY OVERRIDE THE DEFAULTS BY SPECIFYING YOUR DESIRES. THE PROCESS IS IDENTICAL FOR LOADING PROGRAMS, EXCEPT THAT YOU ENTER BY TYPING LOAD WHILE IN BASIC. THIS PATCH SHOULD WORK EQUALLY WELL WITH EITHER MINIFLEX OR WITH FLEX, AND THE YOU DIFFERENCES ARE GIVEN IN THE SOURCE. WILL ONLY NEED TO CHANGE THE EQUATES FOR THE SYSTEM YOU ARE USING.

WRITTING THIS PATCH WAS AIDED BY THE METHOD TSC USED TO IMPLEMENT THE TAPE SAVE AND LOAD ROUTINES. FOUR SUBROUTINE CALLS ARE USED, THESE ARE: TINCH, TOUCH, TAPEON, AND TAPEOFF. THESE SUBROUTINE CALLS ARE INTENDED BY TSC TO BE USED AS FOLLOWS:

TINCH READ A CHARACTER FROM TAPE
TOUCH WRITE A CHARACTER TO TAPE
TAPEON TURN TAPE ON
TAPEOFF TURN TAPE OFF

However, We use the TINCH VECTOR TO CALL A ROUTINE TO READ A CHARACTER FROM DISK. AND THE TOUCH VECTOR IS USED TO WRITE A CHARACTER TO DISK. THE TAPEON VECTOR OPENS A FILE FOR READ OR WRITE. FINALLY, THE TAPEOFF VECTORS TO OUR CLOSE FILE SUBROUTINE.

ALL OF THE SUBROUTINES ARE EXPECTED BY BASIC TO PRESERVE THE CONTENTS OF THE B AND X REGISTERS. THIS IS TAKEN CARE OF BY THE SAVE AND RESTOR SUBROUTINES IN OUR PATCH, ERROR HANDLING IS PROVIDED THROUGH FLEX'S RTPERR SUBROUTINE AND ALL OPEN FILES ARE CLOSED SHOULD ANY ERROR OCCUR.

THE OPEN SUBROUTINE CALLS THE SAVE SUBROUTINE, ATTEMPTS TO FIND IF IT IS SUPPOSED TO BE SAVING OR LOADING, PROMPTS FOR THE FILE NAME, AND OPENS THE FILE. OPEN RETURNS TO BASIC THRU THE RESTOR SUBROUTINE. THE METHOD USED HERE 'TO DETERMINE WHERE THE CALL TO THE OPEN SUBROUTINE CAME FROM COULD PERHAPS BE USEFUL TO YOU IN OTHER PROGRAMS THAT YOU MAY WRITE. SO LETS LOOK AT IT IN A BIT OF DETAIL. YOU WILL NOTE THAT OPEN, AFTER PRESERVING THE X AND 8 TRANSFERS THE STACK POINTER TO THE INDEX REGISTER. THIS POINTS THE INDEX REGISTER TO THE TOP OF THE STACK. THEN THE INDEX REGISTER IS LOADED, INDEXED. THIS PUTS THE ADORESS ON THE TOP OF THE STACK INTO THE INDEX REGISTER. AS YOU ARE PROBABLY AWARE, WHEN A SUBROUTINE IS CALLED, THE 6800 PUSHES THE RETURN ADDRESS ONTO THE BY USING THE PROCEDURE JUST STACK. DUTLINED, THE RETURN ADDRESS IS PLACED IN THE INDEX REGISTER. IT DOES NOT DISTURB EITHER THE STACK OR THE STACK POINTER. IN TSC TAPE BASIC THERE ARE TWO CALLS TO THE TAPEON SUBROUTINE, THEY ARE LOCATED AT \$0719 IN BASIC'S SAVE ROUTINE AND AT \$0782 IN BASIC'S LOAD ROUTINE. THE SUBROUTINE AT \$0719 RESULTS IN \$071C (THE ADDRESS OF THE INSTRUCTION FOLLOWING THE SUBROUTINE CALL) BEING PUSHED ONTO THE STACK. LIKEWISE, THE CALL AT \$07B2 PUTS

ADDRESS \$0785 ON THE STACK. IF THE OPEN ROUTINE FINDS \$071C ON THE TOP OF THE STACK, IT KNOWS THE CALL WAS FROM THE SAVE ROUTINE IN BASIC. AND FINDING \$0785 ON THE STACK MEANS THE CALL WAS FROM BASIC'S LOAD ROUTINE. ANYTHING ELSE ON THE STACK AT THIS POINT IS AN ERROR CONDITION, AND THE PATCH SIMPLY RETURNS CONTROL TO THE WARM START ENTRY OF BASIC. IF AN ERROR CONDITION IS DETERMINED TO EXIST THEN NO ATTEMPT WILL BE MADE TO OPEN, READ, OR WRITE TO A DISK FILE.

THE CLOSE SUBROUTINE FIRST CALLS THE SAVE SUBROUTINE, THEN CHECKS TO SME IF THE FILE IS OPEN OR NOT. IF THE FILE IS NOT OPEN, IT RETURNS TO BASIC THOROUGH RESTOR. IF THE FILE IS OPEN, IT IS CLOSED AND CONTROL IS RETURNED TO BASIC THROUGH RESTOR.

THE READ SUBROUTINE READS A CHARACTER FROM THE FILE, THEN CHECKS TO SEE IF AN ERROR OCCURRED. IF NO ERROR CONDITION EXISTS, IT'S BACK TO BASIC THROUGH RESTOR. IF, HOWEVER, AN ERROR DID OCCUR; THE ERROR TYPE IS CHECKED TO SEE IF IS THE END OF THE FILE. WHEN AN END OF FILE ERROR IS FOUND, THE FILE IS CLOSED BEFORE RETURNING TO BASIC. IF THE ERROR WAS NOT AN END OF FILE, THEN READ CALLS THE ERROR ROUTINE TO REPORT THE ERROR.

THE WRITE SUBROUTINE WORKS MUCH LIKE THE READ SUBROUTINE EXCEPT THE CHARACTER IS WRITTEN TO THE DISK. AND ALL ERRORS ARE REPORTED.

IT SHOULD BE MENTIONED THAT THE FORMAT USED IN THE DISK FILE IS THE SAME USED BY TSC TAPE BASIC WHEN SAVING TO TAPE. THIS FORMAT IS NOT COMPATABLE WITH ANY OTHER BASIC (OR EDITOR) THAT I KNOW ABOUT. ONCE YOU HAVE ASSEMBLED THE PATCH, I WOULD SUGGEST YOU APPEND THE BINARY FILES BASIC AND THE PATCH TOGETHER. THUS CAUSING THE PATCH TO BE LOADED AUTOMATICALLY WHENEVER YOU RUN BASIC.

THIS PATCH IS ASSEMBLED FOR A BEGINNING ADORESS OF \$COOO AND AS A RESULT YOU MAY NEED TO ASSEMBLE IT ELSEWHERE IN MEMORY. YOU COULD PUT IT AT \$6F00 (FOR EXAMPLE) AND SET BASIC'S END OF MEMORY INDICATOR (AT ADDRESSES \$40~\$41) TO \$6EFF. WITH A LITTLE MORE WORK, IT COULD BE MOFIFIED TO WORK WITH OTHER DISK OPERATING SYSTEMS. AND COULD BE USED WITH JPC PRODUCTS CFM/3 CASSETTE OPERATING SYSTEM. WHETHER YOU ARE USING FLEX OR NOT, IT SHOULD NOT BE TOO DIFFICULT WITH YOUR OPERATING SYSTEM. SO WHY NOT TRY IT?

NAM TSC BASIC PATCH

- * PATCH TO ALLOW TSC TAPE BASIC
- * SAVE AND LOAD PROGRAMS TO DISK
- * WITH THE FLEX DOS
- * MICKEY E. FERGUSON, WA4KDC
- * SYSTEM EQUATES

	W			
AD03	DOS	EQU	\$AD03	(IN MINIFLEX EQU \$7103)
ADIE	PSTRNG	EQU	\$AD1E	(IN MINIFLEX EQU \$7118)
AD1 B	INBUFF	EQU	\$AD1B	(IN MINIFLEX EQU \$7115)
AD33	SETEXT	EQU	\$AD33	(IN MINIFLEX EQU \$712D)
AD2D	GETFIL	EQU	\$AD2D	(IN MINIFLEX EQU \$7127)
B403	FMSCLS	EQU	\$B403	(IN MINIFLEX EQU \$7803)
B406	FMS	EQU	\$B406	(IN MINIFLEX EQU \$7806)
AD3F	RPTERR	EQU	\$AD3F	(IN MINIFLEX EQU \$713C)
AD15	INEEE	EQU	\$AD15	(IN MINIFLEX EQU \$710F)
AD18	OUTEEE	EQU	\$AD18	(IN MINIFLEX EQU \$7112)
0103	WARMS	EQU	\$0103	BASIC'S WARM START ENTRY
0001	TXT	EQU	1	TEXT EXTENSION VALUE
8000	EOF	EQU	8	
0001	ROCOM	EQU	1	FMS OPEN FOR READ COMMAND
0002	WRCOM	EQU	2	FMS OPEN FOR WRITE COMMAND
0004	CLSCOM	EQU	4	FMS CLOSE FILE COMMAND
		•		

```
* SET EXIT TO RETURN TO FLEX
                               $0106
0106
                        ORG
0106 7E AD 03
                        JMP
                               DOS
0112
                                          SET VECTORS IN BASIC
                        ORG
                               $112
0112 7E CO 5F
                               READ
               TINCH
                        JMP
0115 7E CO 73
               TOUCH
                        JMP
                               WRITE
0118 7E CO 00
               TAPEON
                        JMP
                               OPEN
               TAPEOFF JMP
011B 7E CO 4A
                               CLOSE
                * YOU MAY WISH TO LOCK OUT BASIC'S END OF
                 MEMORY (ADDRESSES $40+$41) AND
                 ORG AT SOME LOCATION IN THE LOWER 32K
C000
                        ORG
                               $C000
                                          OR WHEREVER HANDY
                 OPEN FILE FOR READ OR WRITE
                 DETERMINES IF SAVE OR LOAD (S OR L)
                 AND ASKS FOR FILE NAME
                 DEFAULT EXTENSION IS .TXT
C000 BD C0 84
               OPEN
                        JSR
                               SAVE
                                          PRESERVE X & B REG
C003 30
                                          POINT TO TOP OF STACK
                        TSX
C004 EE 00
                                          PUT ADDRESS FROM STACK IN X
                        LDX
                               0.X
                        CPX
                                #$071C
C006 8C 07 1C
                                          IS IT A SAVE?
C009 26 05
                        BNE
                               OPEN1
                                          FMS WRITE COMMAND
COOB 86 02
                        LDA A
                                #WRCOM
COOD 36
                        PSH A
                                          SAVE COMMAND
                               OPEN2
COOE 20 08
                        BRA
               OPEN1
CO10 8C 07 B5
                        CPX
                                #$07B5
                                          IS IT A LOAD?
                                ERR1
C013 26 32
                        BNE
                                          SOMETHING WRONG BACK TO BASIC
                               #RDCOM
C015 86 01
                        LDA A
                                          FMS READ COMMAND
C017 36
                        PSH A
                                          SAVE COMMAND
C018 CE CO 88
                               #FILNAM
               OPEN2
                                          GET FILENAME
                        LDX
COIB BD AD 1E
                        JSR
                               PSTRNG
COIE BD AD 1B
                        JSR
                               INBUFF
CO21 CE CO 9A
                        LDX
                                          POINT TO FCB
                               #FCB
CO24 BD AD 2D
                        JSR
                                          PUT FILENAME IN FCB
                               GETFIL
CO27 25 16
                        BCS
                               ERROR
C029 86 01
                        LDA A
                               #TXT
                                          SET DEFAULT .TXT EXTENSION
CO2B BD AD 33
                        JSR
                               SETEXT
CO2E CE CO 9A
                                          POINT TO FCB
                        LDX
                               #FCB
                        PUL A
                                          GET OPEN FILE COMMAND
CO31 32
CO32 A7 00
                                          PUT COMMAND IN FCB
                        STA A
                               0.X
CO34 BD B4 06
                               FMS
                                          GO DPEN FILE
                        JSR
CO37 26 06
                        BNE
                               ERRDR
                                          NO SPACE COMPRESSION
CO39 86 FF
                        LDA A
                               #$FF
CO3B A7 3B
                        STA A
                               59.X
C030 20 3E
                        BRA
                               RESTOR
                                          RESTORE X & B REG
               * UNIVERSAL ERROR ROUTINE
CO3F BD AD 3F
               ERROR
                               RPTERR
                                          REPORT ERROR
                        JSR
CO42 BD B4 03
                               FMSCLS
                                          CLOSE ALL OPEN FILES
                        JSR
C045 80 36
                        BSR
                               RESTOR
CO47 7E 01 03
               ERR1
                        JMP
                               WARMS
                                          RETURN TO BASIC
```

```
* CLOSE FILE, IF OPEN
C04A 80 38
                CLOSE
                        BSR
                                SAVE
CO4C CE CO 9A
                        LDX
                                #FCB
                                          POINT TO FCB
CO4F E6 02
                        LDA B
                               2,X
                                          GET FILE STATUS
CO51 27 2A
                        BEQ
                                RESTOR
                                          IF CLOSED WE'RE DONE
C053 CE CO 9A
                CLOSEO
                        LDX
                                #FCB
                                          POINT TO FCB
C056 86 04
                                #CLSCOM
                                          CLOSE FILE COMMAND
                        LOA A
C058 A7 00
                        STA A
                               O.X
CO5A BO B4 06
                                FMS
                                          GO CLOSE FILE
                        JSR
C050 20 1E
                        BRA
                                RESTOR
                 READ A BYTE FROM FILE
CO5F BO 23
                        BSR
                READ
                                SAVE
                                          POINT TO FCB
CO61 CE CO 9A
                        LOX
                                #FCB
C064 80 B4 06
                        JSR
                                          GO READ A CHARACTER
                                FMS
C067 26 02
                        BNE
                                READ1
                                          BRANCH IF ERROR
C069 20 12
                        BRA
                                RESTOR
                READ1
CO6B A6 01
                                          GET ERROR TYPE
                        LOA A
                                1.X
C06D 81 08
                        CMP A
                                #EOF
                                           END OF FILE?
CO6F 27 E2
                                CLOSEO
                                           IF SO GO CLOSE FILE
                        BEQ
C071 20 CC
                        BRA
                                ERROR
                                          OTHERWISE REPORT ERROR
                * WRITE A BYTE TO FILE
C073 80 OF
                WRITE
                        BSR
                                SAVE
C075 CE CO 9A
                                #FCB
                                          POINT TO FCB
                        LDX
C078 BD B4 06
                        JSR
                                FMS
                                          GO WRITE A CHARACTER
C07B 26 C2
                                           REPORT ANY ERRORS
                        BNE
                                ERROR
                  RESTORE X & B REGISTERS
C07D FE CO 97
                RESTOR LOX
                                XTEMP
                                          RESTORE X REG
C080 F6 C0 99
                                           RESTORE B REG
                        LOA B BTEMP
C083 39
                        RTS
                                           DONE
                * PRESERVE X & B REGISTERS
C084 FF CO 97
                SAVE
                                XTEMP
                                          SAVE X REG
                        STX
CO87 F7 CO 99
                        STA B BTEMP
                                           SAVE B REG
C08A 39
                        RTS
COBB 46
                FILNAM FCC
                                /FILE NAME? /
C08C 49 4C
CO8E 45 20
C090 4E 41
C092 40 45
C094 3F 20
C096 04
                        FCB
C097
                XTEMP
                        RMB
                                2
C099
                BTEMP
                        RMB
                               1
C09A
                FCB
                        EQU
                        END
```

NO ERROR(S) DETECTED

SYMBOL TABLE:

BTEMP C099 CLOSE CO4A CLOSEO CO53 CLSCOM 0004 DOS **AD03 EOF** 8000 ERR1 C047 ERROR CO3F **FCB** CO9A FILNAM CO8B

FMS	B406	FMSCLS	B403	GETFIL	A020	INBUFF	AD1B	INEEE	AD15
OPEN	C000	OPEN1	C010	OPEN2	COIB	OUTEEE	AD1B	PSTRNG	ADIE
RDCOM	0001	READ	CO5F	READ1	CO6B	RESTOR	C07D	RPTERR	AD3F
SAVE	COB4	SETEXT	AD33	TAPEOF	011B	TAPEON	011B	TINCH	0112
TOUCH	0115	TXT	1000	WARMS	0103	WRCOM	0002	WRITE	C073
XTEMP	C097								

SWTPC BASIC TO FLEX

Jim Thomas Rt. 2 Box 76D Manor, TX 78653

FLEX (TM) is a fairly powerful disk operating system and many of the commands are useful in handling data in a 6800 system. But have you ever wished you could use these DOS commands from BASIC? Well now you can. At least some of them.

This program adds a new command to SWTPC Basic which passes command lines to FLEX. The commands appear in a Basic program exactly as you would enter them in FLEX and any DOS command that does not alter the memory space used by Basic may be executed.

This feature may also be used to add "user" routines to Basic which are command files or to print special forms/headings from a disk file using the LIST command. Caution must be used since many FLEX commands use memory space which Basic uses and will wipe out Basic or its data when they are executed. Some that do this are EXEC, CAT and COPY. User written commands must reside in the DOS utility command space or some higher non-basic memory.

In interfacing this program several memory locations may change between versions of Basic. These are pretty obvious by inspecting the program. The idea is to use some space after Basic to implement the program and insert the command DC into the command table SKSP starts LDAA 0,X; CMPA #\$20 and BASBAK starts LDX #\$2344; STX 5D; CLR 0010 in my system. This should help you find them if they have moved a few locations in the various versions.

The patch is implemented by assembling the program and then APPENDing it to the end of Basic. This will waste a couple of sectors, but I prefer this method to SAVEing Basic with the patches installed.

NAM BASIC TO DOS INTERFACE COMMAND "DC"
OPT NOG

- * * * * * * * * * * * * * *
- * JIM THOMAS JULY 79 *
- * * * * * * * * * * * * * *
- * THIS BASIC COMMAND PROVIDES A MEANS OF
- * EXECUTING DOS COMMANDS DIRECTLY FROM

```
* DOS COMMAND BUFFER AND TURNS CONTROL OVER
               * TO DOS.. WHEN THE COMMAND IS FINISHED,
               * BASIC RESUMES CONTROL
                SYNTAX: (line#) DC (dos command line)
                    line # IS OPTIONAL (IMMEDIATE MODE)
                    DC is the BASIC COMMAND WORD (REQUIRED)
                    dos command line IS A COMMAND LINE TO
                             DOS EXACTLY AS IT WOULD BE
                             TYPED WHEN IN FLEX (AFTER +++)
                             (i.e. variables are not allowed)
                EXAMPLE: 0100 DC LIST TEST
                  WILL LIST ON THE TERMINAL, THE FILE
                 "TEST.TXT"
               * NOTE: DOS COMMANDS THAT USE MEMORY FROM
               * BASIC'S AREA WILL NOT WORK..
               * SOME OF THESE ARE: EXEC, CAT, COPY ETC.
               * SOME THAT WILL WORK ARE LIST, TTYSET
               * DELETE, RENAME, APPEND, P, ETC.
               * * * * * * * * * * * * * * * *
                 .... ON WITH THE PROGRAM
               * BASIC ADDRESS LOCATIONS
02FD
               TAPADD EQU
                              $2FD
                                         TAPPEND ENTRY IN TABLE ##
                       EQU
                              $14E
                                         CONTAINS START OF DATA AREA
014E
               MEMST
0F52
               TAPEND EQU
                              $0F52
                                        ADDR OF TAPPEND ROUTINE ##
                       EOU
                              $0B8C
                                         SKIP SPACES ##
OB8C
               SKSP
                              $1079
                                        RE-ENTER BASIC ##
1079
               BASBAK EQU
               * ## = ADDRESSES THAT MAY CHANGE WITH
                      DIFFERENT VERSIONS OF BASIC
               * FLEX ADDRESS LOCATIONS
               DOSBUF EQU
                              $7000
                                        DOS LINE BUFFER
7000
                                         END OF DOS BUFF
                       EOU
                              $707F
707F
               DBEND
                                         BUFFER POINTER
7094
               BUFPNT EQU
                              $7094
               PSTRNG EQU
                              $7118
                                        PRINT STRING
7118
                                        EXECUTE DOS AS SUB
                              $7142
               DOCMND EQU
7142
               * MAKE ROOM FOR THE DC ROUTINE AFTER BASIC
                                        CHANGE START OF MEMORY
                       ORG
                              MEMST
014E
014E 24 99
                                        NEW START OF MEM
                       FDB
                              FINI
               * TO IMPLEMENT, WE MUST FIND ROOM
               * IN THE COMMAND VERB TABLE..SINCE
               * SWTPC HAS LEFT NO EXTRA ROOM,
               * I WILL CHANGE THE NAME OF TAPPEND
               * TO TA (I NEVER USE IT ANYWAY)
               * AND USE THE SPACE TO INSERT THE
               * DC COMMAND
```

* BASIC.. BASIC FEEDS THE COMMAND TO THE

18 _

```
* BE SURE AND CHECK YOUR ADDRESS FOR TAPPEND
                * AND MEMEND (CONTENTS OF $14E) THEY MAY
                * BE DIFFERENT
02FD
                        ORG
                                TAPADD
                                          TAPPEND IN TABLE
02FD 54
                        FCC
                                'TA' CHANGE TO TA
02FF 00
                        FCB
0300 OF 52
                        FDB
                                TAPEND
                                          TAPPEND ROUTINE ADR
                                'DC'
0302 44
                        FCC
0304 00
                                0
                        FCB
0305 24 44
                                DC
                        FDB
                * OLD CONTENTS OF LOC $14E TELL U WHERE TO
                * START THE PATCH
2442
                        ORG
                                $2442
                                          START OF PATCH
2442
                TEMPX2
                        RMB
                                2
                        EQU
                                          START OF PROGRAM
2444
                DC
                                          PICK UP COMMAND LINE
2444 DE 34
                        LDX
                                $34
                                          SKIP LEADING SPACES
2446 BD 0B 8C
                        JSR
                                SKSP
2449 DF 36
                        STX
                                $36
                                        LOAD DOS BUFFER
244B CE 70 00
                        LDX
                                #DOSBUF
244E FF 70 94
                        STX
                                BUFPNT
                                           INIT DOS POINTER
                * TRANSFER FROM BASIC TO DOS'S COMMAND
                * BUFFER AREA
2451 FF 24 42
                DC1
                        STX
                                TEMPX2
2454 DE 36
                        LDX
                                $36
2456 A6 00
                        LDA A
                                0,X
2458 08
                        INX
2459 DF 36
                        STX
                                $36
245B FE 24 42
                        LDX
                                TEMPX2
245E A7 00
                        STA A 0,X
                                           MOVE TO COMMAND BUFF
2460 08
                        INX
2461 BC 70 7F
                        CPX
                                DBEND
                                           END OF BUFFER?
2464 27 11
                        BEQ
                                ERROR
                                           EXIT WITH ERROR
2466 4D
                        TST A
                                           ARE WE DONE?
2467 26 E8
                        BNE
                                DC1
                                           NO KEEP MOVING
                                           OVERWRITE NUL WITH CR
2469 09
                        DEX
246A 86 0D
                        LDA A
                                #$D
                                           CR
246C A7 00
                        STA A
                                0,X
246E BD 71 42
                                DOCMND
                                          CALL DOS AS SUBROUTINE
                        JSR
2471 5D
                        TST B
                                           ANY ERRORS?
2472 26 03
                                ERROR
                        BNE
                                           YES, TELL OPR AND GO BASIC
2474 7E 10 79
                        JMP
                                BASBAK
                                           GO BACK TO BASICS
2477
                ERROR
                        EQU
                                          ERROR ROUTINE
2477 CE 24 80
                                #ERST
                        LDX
                                           POINT TO ERROR STRING
247A BD 71 18
                        JSR
                                PSTRNG
                                          PRINT IT
247D 7E 01 03
                        JMP
                                $0103
                                          BASIC WARMS
                                'ERROR IN DC COMMAND LINE'
2480 45
                ERST
                        FCC
2498 04
                        FCB
                                4
                                *
2499
                FINI
                        EQU
                        END
```

NO ERROR(S) DETECTED

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SHOWS AND THINGS

68 MICRO JOURNAL TRIES TO MAKE MOST OF THE COMPUTER SHOWS. IN JUNE WE EXHIBITED (?) AT THE ATLANTA HAMFEST WHICH HAD A LARGE COMPUTER ATTENDANCE. THE SERVICE WAS EXCELLENT AND EXHIBITORS AND EXHIBIT GOERS ALIKE WERE SEEMINGLY WELL PLEASED AT THE TURNOUT AND FINE WAY EVERYTHING CAME OFF. WE MET A LOT OF FOLKS DEEPLY INVOLVED WITH THE 6800 AND SOLD A GOODLY PORTION OF SUBSCRIPTIONS.

ALL IN ALL I FEEL THAT THE ATLANTA SHOW WILL PROSPER. THEY KNOW HOW TO PUT IT ON. EVERYONE I SPOKE TO WAS WELL PLEASED WITH THE WAY THINGS WERE RUN. WE DEFINITELY PLAN ON BEING BACK NEXT YEAR.



THE CHARACTERS ARE L TO R MICKEY FERGUSON ASSISTANT EDITOR, JOYCE WILLIAMS (THE MOVING POWER BEHIND 68 MICRO JOURNAL) AND LARRY WILLIAMS EXECUTIVE EDITOR.



L TO R YOURS TRULY AND MICKEY HASHING OVER THE CONTENTS OF 68 MICRO WITH A 6800 USER.



BILLY GAGE OF DIGITAL RESEARCH CORP. SHOWING THEIR NEW S50 BUS 16K MEMORY BOARD (TO BE AVAILABLE SOON). MANY WILL REMEMBER BILLY AS ONE OF THE ORIGINAL S&D SALES TEAM. WE WISH BILLY WELL IN HIS ENTRY TO THE S50 BUS GANG.

A FEW MONTHS AGO WE MADE A ONE DAY 'QUICKIE' RUN DOWN TO THE SWTPC WORKS, IN SAN ANTONIO, TEXAS. AS MANY OF OUR READERS USE SWTPC COMPUTERS AND OTHER PRODUCTS, WE THOUGHT YOU MIGHT BE INTERESTED IN A FEW PICTURES OF THEIR PLANT. THE ENTIRE OPERATION IS ONE OF PRODUCT DEVELOPMENT AND PLANT EXPANSION. ONE FACT IS VERY EVIDENT, THEY ARE GEARED FOR MASS PRODUCTION IN A BIG WAY. ONE GETS THE FEELING, TOURING THE WORKS, THAT SWTPC WILL BE AROUND FOR A LONG TIME.

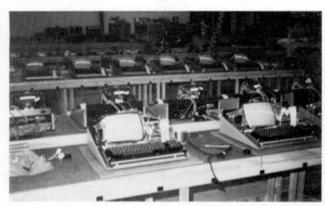
IN THE COMING MONTHS WE WILL PICTURE TOUR OTHER 6800/09 PRODUCT MAKER'S FACILITIES, AND GIVE YOU A PEEK AT THEIR OPERATIONS.



L TO R GEORGE WENTZ (SWTPC ADVERTISING DIRECTOR), PARIS COCKINOS (68 MICRO FAR EAST REP.) AND DAN MEYER SWTPC PRESIDENT.



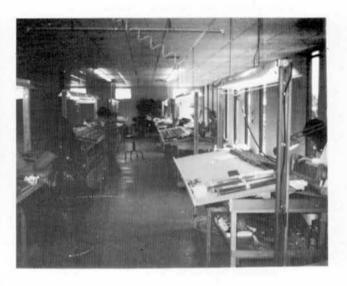
A CORNER OF THE MODERN SWTPC REPAIR AND SERVICE DEPARTMENT.



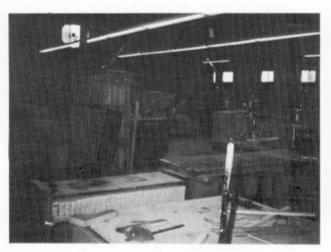
ROW, UPON ROW, UPON ROW OF SWTPC CT-82 VIDEO TERMINALS BEING BURNED IN AND ADJUSTED.



THE TEAM OF NORM AND DENNIS, THE SWTPC SOFTWARE CODERS, HARD AT WORK, UNFORTUNATLY THE SCENT OF INCENSE BURNING CANNOT BE PASSED ALONG ON THE WRITTEN PAGE. HOWEVER; I DID DISCOVER A DEEP SECRET OF GOOD CODING, INCENSE WHIFFING.



ONE OF THE MANY PRODUCTION LINES PRODUCING 6800 SWTPC PRODUCTS.



THE CABINET SHOP; HERE SWTPC MAKES ALL THEIR CABINETS AND COMPUTER FURNITURE.

REPORT FROM JAPAN

Taylor Jackson 4-4-18 Kalass Fusiisawa, 251 Japan

In Japan, basic has been around for several years now, and among hobbists Tiny basic in one version of another is probably the most widely used. Unfortunately there hasn't really been a good 6800 version around, that is until recently. ASCII magazine (Japanese) has recently published two great Tiny interpreters.

In July '78 "GAME" was released. This is an expanded version of VTL with some interesting bells and whistles (do, untilfor next loops, arrays) it takes up about 1.5K for the interpreter alone. With a monitor, save-load (load to any address) and string editor it goes up to about 2.5K. The main features of this interpreter are it's speed and stinginess with memory. (about 20-30%, less memory required than full keyword type interpreters.)

Next in April '79 NAKAMOZU Tiny Basic (NTB) was released. This is the first Tiny interpreter written for a CRT based system to come out.

The main features common to both GAME and NTB are: Do until loops

- 2. For next loops
- 3. 1 dimension arrays
- 4. Peak and poke commands
- 5. Calls to link with machine language subroutines
- 6. Decimal and Hex. can be used freely
- 7. Real time input
- 8. They are FAST

Using the bench mark tests from kilobaud I came up with the following results:

Te	st 1	2	3	4	5	6	7
Game	1.3	3.5	7.5	8.5	10.5	18	23
NTB	. 8	7.5	14	13	17	26	37
Pittman Tiny	<u>a</u>	37	61	62	83	280 b	c

a: no for next loops b:used counting loop to replace for-next c:no arrays

I ran these on a Hitachi 6800 @LMHZ

As you can see the days of making a cup of coffee between input and response are gone.

Game is the obvious winner in the speed race but this is due to using "system variables" rather than keywords. However this test doesn't really give a true indication of NTB's speed. In actual applications (longer programs) NTB should perform much better.

For example in the case of GO TO, or GOSUB, to a higher line number NTB will begin the search from the present line rather than from the beginning.

Also searches through the statement and function tables are very time consuming. In the case of A=1+B*C+10*D, this would usually require 1 check of the STATEMENT table and 5 checks through the Function Table. In this type of operation each table has to be checked to the end.

NTB will caryy out these searches only when necessary so there should be a noticible gain in speed on longer programs. (I found it about 2.5 times faster than the PALO ALTO Tiny on a friends 8080)

The Do until and For Next loops also will allow a much cleaner program, giving a further increase in speed.

Now let's look at the general characteristics.

Interpreter number range type 9120 -32768/+32767 integer GAME 1.5 K 3 K 11 / 11 NTB Pittman 2.5 K .. / .. Tiny

Not so much difference in size. They are all well in the Tiny category. But if we look at the instruction sets for them the differences will show up.

Pittman Tiny

Commands Statements Functions Variables *Clear *End A - 7. Run *GoTo *List USR *Run *GOSUB *IF THEN *INPUT *LET *PRINT *REM *RETURN

single statement per line

amondo Chahamanta G. 11 G. .

NTB

Commands	Statements	Graphic Statements
*AUTO	DATE	*COPY V-RAM topprinter
*APPEND	DO	*CLR
*DEL	UNTIL	*CURS
*EXIT	END	*NEG (Reverse back-
*LIST	FOR -TO	ground+display)
*LOAD	NEXT	*!W(x,y) turn bit xy on
*NEW	STEP	*!B(x,y) " " off
*RUN *SAVE	GOSUB GOTO	*!R(x,y) reverse bit xy
	IF LET INPUT	Graphic Functions P(x,y) read bit x,y

DOWN	off=0
POKE	on = 1
PRINT	char=100
REM	01101 -100
RESTORE	
RET	
STOP	
THEN	

Functions	16Bit Functions	Formating
ABS	AND	USING
GET\$	OR	TAB
KEY	XOR	CHR\$
MOD		HDF
# (PEEK)		(4 digit hex)
READ		HDT
RND		(2 digit hex)
SGN		
USER		

multiple statements O.K.

GAME

	Statements A=B Let(not written) #=100 Goto 100 !=100 GoSub 100
string, edit line	UNULL HED CE(HED)

Functions

'n Rnd(n)
%(A/B) MOD(A,B)
+n ABS(n)
Not

GAME

Input	. (Output	
A =?	input A	?(n)=A	output least n digits
A =\$	input		(leading 0 supressed)
	character		of A
		??=A	output A (4 digits Hex)
		?\$=A	output least signifi-
			gant byte of A
			(nex-2 digits)
		\$=A	output ASCII character
			for least signifigant
			bit of A
		. =A	output n spaces
		1	CR LF
	"	STRING"	output quoted string

*program pointers

(=)

EOF MARK	
(=)	Cold start
(%)	or after new command
PROGRAM EOF	After input

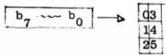
When EOF=\$FF program can be written into When EOF \$FF program cannot be written into

*Multiple programs may be loaded throughout available memory or run from programs in ROM When changing to a new program the starting address is set by inputting =start address and the EOF is found and set by ==.

The new program is then ready to go this way multiple programs may be placed throughout the memory. (no linkage available though)

You can see from this that GAME has some interesting features and NTB supports all of the PALO ALTO TINY instructions (abbreviations are the same also) plus having many additional features.

The graphic commands in NTB are quite useful but also graphics and special symbols may be mixed freely with
This is done by shifing the keyboard into a "graphic"mode thru software.
At present we are using a cyclic 4 stage shift; -ASCII JIS (Japanese characters), Graphic, Control Code. (no control code on our pocket keyboard). This, of course, can be easily rewritten to meet your own needs. In the graphic mode the lower 4 bits are output directly to the screen as



This allows interesting graphics to be mixed with text.

The video ram we are using at present is very similar to the TRS-80 video board, and allows this type of limited graphics.

The graphic commands will have to be adapted to your own video board but this should be easy to accomplish.

I/O Routines

Both GAME and NTB are using MIKBUG type I/O. The I/O parameters are handled in ACCA. The other registers should be preserved. They can be run on a teletype but NTB should really be run on a video system capable of graphics, to utilize it fully.



FEATURES

Standard

Bidirectional Printing
Character Set of 96 Symbols
Tractor Feed
One Line Internal Buffer
80 Character Print Line
Double Size Character Set
Low Cost

SPECIFICATIONS

Physical

Height 7.3 inches
Width 17.7 inches
Depth 14.8 inches
Weight 22 pounds

Environmental

Temperature -250-60°C (storage) 100-35°C (operating)

Relative Humidity 0-90% (storage) 10-80% (operating)

Power Requirements

Voltage 115VAC±10%, 60Hz Watts 100W operating, 7W stand-by

SWITCH-INDICATOR CONTROLS

External Switches Power On-Off

Select-Deselect
Line Feed

Internal Selector

Switches Print Direction (→ or→)

SO/SI or SO only
Non-Auto LF or Auto
LF on CR code
Non-Printing or Printing
on LF, VT, FF codes

Internal Switches

Paper Empty
Case Cover Lock

CHARACTERISTICS

8300

Print Features 125 characters per second

60 lines per minute 8.0 inches printable width

10 columns per inch (normal width)

5 columns per inch (double

width)

1/6 inch line spacing

Form Feed Pin Feed method

10 lines per second (slew

speed)

Loading from either bottom or rear

Forms Pin-feed type

4.5 inch—9.5 inch including sprocket margins 0.013 inch maximum form thickness

Interface 8-bit parallel method

Control Signals ACKNOWLEDGE, BUSY,

SELECT, DATA STROBE, INPUT PRIME, FAULT, IN-PUT BUSY, PAPER EMPTY

Control Codes (ASCII) CR. LF, VT, FF, CAN, SO, SI, DC1, DC3, GS, RS, US

Character Format 96 characters ASCII

5 x 7 dot-matrix

Impact printed in normal width and double width

Character Buffer

1 line (80 characters in normal width, 40 charac-

ters in double width

Print Head

Life Expectancy 100 x 106 characters



SOUTHWEST TECHNICAL PRODUCTS CORPORATION

219 W. Rhapsody

San Antonio, Texas 78216

(512) 344-0241

6540 SERIAL PRINTER



SPECIFICATIONS

Physical

Height 10 inches Width 27 inches Depth 19 inches Weight 85 pounds

Environmental

32-104°F, 0-40°C Temperature

Relative Humidity 10-90%

Power Requirements

Voltage 115 ± 10% AC, 60Hz

Single Phase 150 Watts

FEATURES

Standard

Bidirectional Printing Horizontal and Vertical Tabs Character Set of 96 Symbols Character View Forward and Reverse Line Feeding Line Feeding in Increments of 1/2, 1/6 and full line 512 Character Internal Buffer 132 Character Print Line Double Size Character Set

SWITCH-INDICATOR CONTROLS

On/Off, On/Off Indicator, Run/Hold, Home Paper, Forms Override, Space Paper, Vertical Positioning. Data Communications: Local/Remote, Half/Full/ Echoplex. 110/300/1200 baud, Ready Indicator, Auto

CHARACTERISTICS

6540

Print Method Serial/Impact Character Structure 9 x 7 Dot Matrix (.105"

high x .075" wide)

Printing Speeds Print Rate Tab/Carriage Return

120 characters per second 36 inches per second Equivalent Rate 165 characters per second

unidirectional

Line Feed

4.5 inches per second

Data Input Code

Serial USASCII

Format

Print Positions per Line 132

Horizontal Spacing Vertical Spacing

10 characters per inch 6 lines per inch

Forms

Interface

Dimensions

21/2" to 15" width

Type Number of Parts Continuous, sprocket fed Original and 4 carbons Cartridge ribbon

Inking System Transmission Rate

110, 300, 1200 baud-Operator selectable RS 232-C or 20MA current

loop

Type Asynchronous



SOUTHWEST TECHNICAL PRODUCTS CORPORATION

219 W. Rhapsody

San Antonio, Texas 78216

(512) 344-0241

Software for GAME

GAME

Save Load Routine

This routine will allow you to load GAME programs into any open area in the available memory.

Assembler

A 2 pass assembler written in GAME Diassembler

To list GAME programs into a more readable form e.g. #=100 becomes GO TO 100

String Editor

Rather than retype a whole line the editor will replace all occurances of the old string with the new one in the line.

Also GAME 3.6 is out now. This is a 4 K. Graphic Version of GAME. It has the same instruction set as GAME. and features 34 graphic commands. However the graphic section was written for The Hitachi 6800 micro and video board. So, a lot of rewriting would be necessary to get it up and running.

In the near future ASCII plans to release a GAME compiler and a NTB compiler. (GAME 8080 is out in compiler form now so the 6800 version should follow soon.) Also a screen editor for NTB has been promised. I'll let you know about them as they are released.

LETTERS

7.0.80X 1601 PORT 1HABEL TEXAS 28374 JULY 7 1979

DON MILLIANT '48' HEERO JOURNA

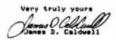
Coografulations on the '48 mICRO JOURNAL', you guye are doing a sendarful and long smeded job of gettind the word out to the word of all 0000 equiped systems. It is the first theore that send of us have hed to get a 'lone' at other 6800 systems, and find out what other meers are doing.

asw for some information so spe of your advertisers, after a long dalay I decided to change over to FLEX-2 and meeded a 14% beard to Put it on, after looking and reading at 13 could find an the beards available for my SMTPC box I decided to get it from SLMIX. I called then on July 2 and tailed to 369 Phillips, I told him that I had read their ed in '60' HICEO JOURNAL and wented then to ship me a 16% RAN beard. Dob told no that they were running behind because of their advartising In the '60' HICEO JOURNAL, but they would ship to soon as they could. Expecting a long saley and mayor heaving just shen I would be able to expect shipment, I sattice seen for a sernal long wait. Tou can targing supprise when by return small I was notifed that "'my' board use on the bure is rock and would be off on 7/16 and would be shipped as soon as it was tested", signed /Fichard Don/

If this is no example of the way they are going to run their company, they are going to be one of the ones that near it.

fact service and Feedback, bloost unheard of in this modern world.

Keep up the good work, there are a lot of people like me that dest have a local computer stare, or other hobbytat's to work with, and med a contact with the outside world to hap up with their habby.



5240 S. W. Dosch Rd., Portland, Oregon 97201

June 20, 1979

Don Williams, Editor '68' Micro Journal 3018 Hamill Rd., Hixson, Tennessee 37343

Dear Don:

Congratulations to Mickey Ferguson on his very well-written article and program Basic Renumbering in the June issue of 68MJ. The well-annotated source code was a joy to read.

I would, however, suggest de-fusing the bomb in the FNDLIN routine,
which Mickey warned about in the text.
The patches suggested here may make the
program bomb, but at least the source
file will be preserved in usable form,
and normal debugging procedures can be
used to fix any resulting problems.

- (a) For any GOSUB or GOTO calling for a non-existent line number within the file range, assign the next higher valid number. Line numbers are always in ascending sequence in the file, so it takes only a minor code-change to do this.
- (b) For line numbers beyond the file range, assign Line #9999 to any unfindable GOTO or GOSUB. After renumbering, there will be no such number and BASIC will tell the user all about it later.

Mickey's code is pretty tight, but I found a way to shoehorn the extra two bytes into the same space (changing his "do while" to a "do until" -- safe, since we are already assured that the line-number table has at least one entry).

The "9999" entries will typically be generated when a programmer tries to re-number a partially-entered program with unresolved forward references. These lines will have to be fixed manually -- but then, they probably would have to be fixed anyway. Under typical circumstances, the renumbering will never be done until the whole program is entered.

Your magazine really hits the spot for this large but somewhat neglected tribe of 6800 users. Hope you can keep up the good flow of information and advertising for a long time to come. It's really an advantage to be able

PAGE **001** RENUMPAT

to have 6800 and SS-50-compatible hardware and software ads all in one place, and not have to hunt for them through the myriad S-100 ads in the other mags.

Yours very truly,

Geoffrey A. Gass

Encl.

c: Mickey Ferguson Trenton, GA 30752

99919 99929	NAM RENUMA OPT 0,S,NO	PAT Patch to Ferguson's RENUMBER DG
99949 99959 99969	*when GOTO or GOSUB	kt valid line number calls an invalid line; led line is beyond file.
99989	*Geoffrey A. Gass	June 20, 1979
00100	*External References	S
99129 992A 99139 C2C1 99149 C2C5	NEXTBA EQU \$2A TEMP1 EQU \$C2C1 TEMP3 EQU \$C2C5	
00160 C18B	ORG \$C18B	
00180 00190		ble for Line # stored at nber into TEMP1 (BCD).
## 10 C18B DE 2A ### 220 C18D A6 ### 220 ### 220 C18D A6 ### 220 ### 220 C18F B1 C2C1 ### 227 10 ### 227 10 ### 227 10 ### 227 10 ### 227 12 ### 227 12 ### 227 13 ##	FNDLIN LDX NEXTB/ FNDLN1 LDA A Ø,X CMP A TEMP1 BEQ FNDLN2 BCC FNDLN2 FNDLN4 INX INX INX INX CPX TEMP3 BNE FNDLN2 LDX #\$9999 BRA FNDLN2 FNDLN2 LDA B 1,X CMP B TEMP14	Line # in table Line # - operand MSB's equal? Check LSB's Line # greater? Use it. Operand greater than Line # Step to next Line # At least 1 entry guaranteed by earlier check. To end of list? If not, keep going. Operand beyond file. Get LSB
00360 C1A9 25 EB 00370 C1AB EE 02 00380 C1AD FF C2C1	BCS FNDLN4 FNDLN5 LDX 2,X	
00400	END	FNDLIN

NEXTBA DD2A TEMP1 C2C1 TEMP3 C2C5 FNDLIN C18B FNDLN1 C18D FNDLN4 C196 FNDLN2 C1A4 FNDLN5 C1AB FNDLN6 C1AD

TOTAL ERRORS 00000

June 16, 1979

Enclosed is a check for \$3.50, plante send back issue Yol,1 number two to:

rerein m. surungem Accutest Corp 25 Industrial ove. Chelmsford, MA 01824 By you water reprint number one. E'd sure like to order it.

I have the following communt re. "6800 timing delay" in Issue 3 - Just in case enother souple of hundred resears haventletyou know yet...

As most of us 6800 users know, a branch instruction requires four, not two cycles to execute, . this makes the timing delay kind of worthless...

Housever, I'd like to offer the rest of the world the following patch:

PATON TO SHOKE SIGNAL FORMAT Y 1.2

Allows formatting to 40 tracts instead of 35, when using MPI - drives...

Marring: Randing a disk formatted to 40 tracks on a Shugart SAROO drive may be disastrous!

Change location

From

44

0300 CE 1223 LOX #\$1223

CE 1228 LDX #\$1228

0820 20 66 31 2E 32 (* V 1.2*)

20 40 50 49 20 (" HP1 ")

To those still stuck with MIKBUGITIS I'd like to offer some consmitdation...

Since MINDUA already has taken ove the SMI vector it makes it difficult to write any breakpoint handling routines of you own.

Rowever, when the 6800 executes a MAI (west for interrupt) IE has instruction, the BA line (bus available) goes high lead the deta/eddress bus is tri-stated), as the SAIRC CPU-board this signal is buffered through among other things, as lowered. A short jumper from the output of this inverter to the MRILING on the 55-50 bus will cause an MRI avery time a MAI - instruction is executed, and since the MRI vector is seemstble to MICROW users, we now have a may of inserting a breakpoint instruction in one byte (3E), and use it Just as we would the SMIIII

Sincerely.

Martin R. Furuhjelm

SPHERE STILL HERE? "Print Using" for CSS Basic

Jeff Brownstein 2 Tor Road Wappingers, NY 12590

This epace will be used for the benefit of 6800 Users who may not use a Nikbug (Tm) style monitor or may have a home brew system configuration. Perhaps you may remember a company called "SPHERE" which went out of business a few years ago. Not to worry. Sphere users formed an international users group to fill the void. We have a hardware repair service, a bi-monthly newsletter and a fair amount of software. One of our members purchased the Sphere bankruptcy inventory so we have available new computers as well as most parts, boards (15Dollars and up) and manuals. We welcome any users who may not heard of us as well as other computer hobbytets.

Sphere users have editors, assemblers, linking loaders for casestte and disk, Fortran, Forth, Lisp,PL/N in addition to the following Basic interpreters: Miorosoft, SWIP, Programma, MSI and CSS. We have Chees and

other game programs up and running also.

My interest in improving our Basio has led me to work with CSS which runs without problems and is easily enhanced. The following additions

M 6800 PASCAL

You don't need a "mini-mized" elect to benefit from this new implementation of the increasingly popular high level lampange PASCAL. All you need is a S W I P 6800 system (or equivalent) with sufficient hardware to support the I S C filtx 1.0 specific system. So at lest it is phesible to compile and run PASCAL programs in as little as 12K + 4K bytes, using I mini floopy disc.

The cum-line system interfaces fully with FLEX, paraita user device handling, and includes a paging facility which is invoked automatically if there is insufficient real memory for a large program.

In a 32k byte/1 MMx system with duel floopy discs. PASCAL programs can be compiled at over 80 times/minute. With only 16K + 4K bytes, compilation as at 35 lines/minute, under the paging mode of execution. The P-code generated by the compilar to compete and efficient, as that programs execute tens of times Fester than is possible with conventional (e.g. BASIC) interpreters.

The compiler is written in the exhact of PASCAL which it supports, and includes Files, Procedutes, Functions, Remarkion, Sets, Arrays and CASE statements as well as the looping and breaching constructs

REPEAT...Un'll, whilt...DD, and if...HEM...ELSE. Assign the standard procedures and functions provided are those favourites with fairon wasne - PEEK, PREE and USER.

Raissue Version 1.0 of the PASCAL compiler and P-code interpreter/ run-time system are provided on a FLEX 1.0 formet mini floppy disc. Weer documentation, useful utilities and aperisen programs are also explied.

Further deteils may be obtained from the cole distributors:

LUCIDATA (PASCAL Division), OGSTEINOE 223, VOORBURG 2271 EG (2H), NETHERLANDS.

are up on my system: DELETE, EDIT, PRINT USING, CHAIN, CALL, INKEY, PRETTY PRINT, IF THEN ELSE, ON ERROR GOTO, REALISTIC BACKSPACE, EXPANDED COMMAND TABLE, BINARY CASSETTE FILES for PROGRAMS and DATA, DISK SAVE, LOAD and APPEND for ICOM 8" DISK, DISK DATA FILES.

Yet to be implemented are: machine language (faet) eort, MAT PRINT,

MAT READ, LINPUT, PLOT, SIZE and RENUMBER.

Below is an example of my MOD to permit prettyprinting with CSS. The MOD is unusual in that it merely requires a new command in the table and nothing else. The entry will be 2A 00 019A and could point to any location holding a 39. We have created a new kind of REM statement with the name of asterisk. This new REM allows colons to vector for multiple statements per line. Note that some of the lines have two asterisks because if the first character after the REM is a space Basic will shift all text to the left(prohibiting the prettyprinting). Labels can be placed after the asterieks allowing comments within a line instead of on a separate one.

```
0010 # PROGRAM TO SORT FIRST N POSITIVE INTEGERS
0020 * FOR A INPUT VALUES OF N (N = 100)
0030 *
0040 * *
            :LET S=0
0050 *
            :INPUT A
0060 *
0070 * *
            :FOR I = 1 TO A
0080 * *
                 : INPUT N
0 (190 + +
                 :FOR J = 1 10 N
0100 * *
                     :LET S = S + J
0110 + +
                 INEXT J
0120 * *
                 IPHINI" SUM OF FIRST "; N; "INTEGERS IS "; S
0130 + *
            : NEXT 1
0140 *
0150 +
0160 + END
```

PRINT USING FOR CSS BASIC (version 4.0)

Jeff Brownstein 2 Tor Road Wappingers, N.Y.

Various Basics handle this function differently and with a wide range This implementation is very useful but cannot include every of features.

possible syntax.

One sets up an IMAGE line, for instance: 10:/GET ##.## ''''' The image line is really a REM in disguise. It is allowed by entering into your command table 3A 00 12FD. Now what is that slash after the colon? You may have noticed that if the first character of a REM is a space, Basic shifts all text to the left. Our image line cannot tolerate this so the first character must be something else. I have made the program change slashes to spaces on execution so you can represent spaces with slashes in the IMAGE line always. In other words if the first character is to be a space a slash must be used in that slot.

The word GET is a literal. Literal characters are printed as is (ex-

cept for # and !).

The representation ##.## is a numerio or evaluated numerio expression. Print Using will handle X, SGN(X), ABS(X), ASC(X) sto. The number of # s to the left of the decimal point will govern how many places are to be printed. Warning: Basic will print a space after your numeric so you might as well allow for it in the image line. If, cocasionally, the space must be suppressed just change the number to a string variable. The format ###. will give you digits as previously defined in your program. To get integers, place INT(X) in the image line.

Apostrophes indicate strings or string expressions. Valid are: A\$, MID\$(A\$,1,3), "ABCDEF", VAL(A\$) etc. If your string is too short it will be padded on the right with spaces; if too long it will be truncated (all)

according to how many apostrophes are used).

G 00 2100# 1

Besides the image line, the program must have a USING line to epecify the variables or expressions to be used. I have placed USING in the command table. The name PRINT USING was long and seemed to get confused with the command PRINT. The USING line might look like: USING 10;A;B\$ or USING 10; INT(A); B\$ or if not at the control port USING #7,10;A;B\$. The command table entry might look like 55 53 49 4E 47 00 2C2E where 2C2E is the first byte of my program after the temporary reserved locations.

It would be possible to add my patches to SWTP if RIGHT JUSTIFY is first added. As a matter of fact I did just that to MSI Basio. Also some users of CSS may have slightly different versions. Just send me a tape or listing and I will advise you of the changes for your version.

The question of speed always comes up when discussing Basic. A friend who runs Microsoft on an Altair says that his PRINT USING is very slow. To test this version, I ran one thousand prints and compared to the same

number of PRINT USINGs. The elapsed time was almost identical.

A limitation of this program is the difficulty in imbedding a comma in a number te: \$1,024.99. One first should change the number to a string to eastly imbed. Another way is shown in Gardner "A Companion to Robert H. Uiterwyk's Basic Interpreters" pp. 45. Another limitation is the inability to accept the image from a string instead of a line. Write for details on extending the command table for thirty new ones.

+DDIAM HCING FOR

800 310055	1		*PRINT USING FOR
803 310043	2		* CSS BASIC VER 4.0
8 06	3		ORG \$2100
2100	4 7	OINT	EQU \$2C
2100	5 S	TACK	EQU \$3A
2100	6 D	1 G	EQU \$58
2100	7 B	TEMP !	EQU \$76
2100	8 8	TEMP2	EQU \$82
2100	9 J	UST	EQU \$9B
2100 00	10 D	IGITS	DS 1
2101 00	11 R	JUST	DS 1
2102 0000	12 T	EMP1	DS 2
2104 0000	13 T	EMP2	DS 2
2106 00	14 A	POST	DS 1
2107	15		ORG \$2107
2107 9658	16		LDAA DIG SAVE DIGITS VAL
2109 B72100	17		STAA DIGITS STORE IT
210C 969B	18		LDAA JUST SAVE RJUST
210E B72101	19		STAA RJUST
2111 8639	20		LDAA =\$39
2113 B71176	21		STAA \$1176 1 VAR AT TIME
2116 BD109A	22		JSR \$109A GET PORT
2119 DE2C	23		LDX POINT FIND IMAGE LIN
211B BD096E	24		JSR \$096E
211E BD0933	25		JSR \$0933

```
2121 2405
             26
                          BCC NOERR
2123 C607
             27
                          LDAB =$07
2125 7E0B5A 28
                          JMP $0B5A
2128 08
             29
                  NOERR
                          INX
2129 08
             30
                          INX
212A 08
             31
                          INX
212B 08
             32
                          INX
2120 08
             33
                  TIM
                          INX
212D A600
             34
                  READ
                          LDAA O, X END IF IMAGE?
212F 4D
             35
                          TSTA
2130 2615
             36
                          BNE SPAC
                  RESTOR LDAA =$81 RSTOR POINTRS
2132 8681
             37
2134 B71176 38
                          STAA $1176
2137 B62100 39
                          LDAA DIGITS
213A 9758
             40
                          STAA DIG
213C B62101 41
                          LDAA RJUST
213F 979B
             42
                          STAA JUST
2141 BD111A 43
                          JSR $111A CONTINUE
2144 7E12FD 44
                          JMP $12FD BASIC
2147 812F
             45
                  SPAC
                          CMPA =$2F
2149 2607
             46
                          BNE KPL
214B 8620
             47
                          LDAA =$20 LOAD SPACE
214D BD01F1 48
                  OUT
                          JSR $01F1
2150 20DA
             49
                  LOOK
                          BRA TIM
2152 8127
             50
                  KPL
                          CMPA =$27 TST FOR APOST
2154 2706
             51
                          BEQ HMA TO COUNT APOSTS
2156 8123
             52
                          CMPA = $23 TST FOR NUMBR
2158 2757
             53
                          BEQ NUM
                          BRA OUT OUTPT LITERAL.
215A 20F1
             54
215C 7F2106 55
                          CLR APOST
                  HMA
215F 08
             56
                  LOOP
                          INX
2160 702106 57
                          INC APOST
2163 A600
             58
                          LDAA O,X
2165 8127
                          CMPA =$27
             59
2167 27F6
                          BEQ LOOP
             60
2169 FF2102 61
                          STX TEMPI
216C 8D6F
             62
                          BSR FIND FIND ; OF PU
216E DE82
             63
                          LDX BTEMP2
2170 DF76
             64
                          STX BTEMPI
2172 BD1731 65
                          JSR $1731 EVAL STRING
                          STS STACK
2175 9F3A
             66
                          LDS BTEMP2
2177 9E82
             67
2179 34
                          DES
             68
217A 32
                          PULA
             69
                          JSR $01F1 OUTPT STR CHR
217B BD01F1 70
217E 32
                  PUL2
                          PULA
             71
217F 4D
             72
                          TSTA
2180 2616
                          BNE LOOPI
             73
                          DEC APOST
2182 7A2106 74
2185 270A
             75
                          BEQ RST
                  SPA
                          LDAA =$20
2187 8620
             76
2189 BD01F1 77
                          JSR $01F1
                          DEC APOST
218C 7A2106 78
                          BNE SPA
218F 26F6
             79
2191 9E3A
                  RST
                          LDS STACK
             80
                          LDX TEMPI
2193 FE2102 81
                  RST1
                          BRA READ
2196 2095
             82
```

'68' Micro Journal

```
2198 7A2106 83
                  LOOP1
                          DEC APOST
219B 2705
                          BEQ LOOP2
             84
                          JSR $0 1F1 OUTPT STR CHR
219D BD01F1
             85
                          BRA PUL2
21A0 20DC
             86
21A2 20EF
                  LOOP2
                          BRA RSTI
             87
21A4 FF2102 88
                   NUMB
                          STX TEMPI PROCESS NUMBER
                          BSR FIND
21A7 8D34
             89
                          JSR $1106 BASIC PRINT
21A9 BD1106 90
                          LDX TEMPI
21AC FE2102 91
21AF 209F
             92
                          BRA LOOK
21B1 FF2104 93
                  NUM
                          STX TEMP2
21B4 08
             94
                   LOOP3
                          INX
2 1B5 A600
             95
                          LDAA O,X
21B7 812E
             96
                          CMPA = $2E
21By 26F9
             97
                          BNE LOOPS
                          STX TEMPI
21BB FF2102 98
21BE 5F
             99
                          CLRB
21BF D79B
                          STAB JUST
             100
                          INC JUST
21C1 7C009B 101
                   JUS
                          DEX
2104 09
             102
21C5 BC2104 103
                          CPX TEMP2
             104
                          BNE JUS
21C8 26F7
21CA FE2102 105
                          LDX TEMPI
21CD C6FF
             106
                          LDAB = SFF
                          STAB DIG
21CF D758
             107
                          INC DIG
21D1 7C0058 108
                   LOOP4
                          INX
21D4 08
             109
                          LDAA O,X
21D5 A600
             110
21D7 8123
             111
                          CMPA = $23
21D9 27F6
                          BEQ LOOP4
             112
21DB 20C7
             113
                          BRA NUMB
21DD DE2C
             114
                  FIND
                          LDX POINT
                          LDAA O,X
21DF A600
             115
                   SEM1
                          CMPA =$3B
21E1 813B
             116
21E3 2703
             117
                          BEQ SEM
                          INX
21E5 08
             118
21E6 20F7
             119
                          BRA SEM 1
21E8 08
             120
                   SEM
                           INX
21E9 DF2C
             121
                           STX POINT
21EB 39
             122
                          RTS
2 IEC
             123
                           END
```

THOMAS INST. VIDEO RAM

Michael J. Morrow 8853-B Conner Lene Chattanoogs, TN 37421 WA4NYT

Thomas Instrumentation of Avalon, N.J. has introduced an SS-50 buss compatible video output card .The cost is \$135.00(assembled) or \$35.00 (bare board, with crystal and documentation) and about three days.

Operation is quite simple, consisting of just plugging the board into the buss connector, addressing the on-board RAM, and changing all jumps to EID1 to the video routine (5000). However, there is a quick way of verifying proper operation, and that is to enter the following routine after the Thomas software has been loaded.

This assumes that a serial input is availiable at port #1 and that the video routine is located at 5000. Typing 'G' on the keyboard and following this with a Control V, Control P will home the cursor and clear the screen. You should then be able to enter characters on the keyboard and see them on the display monitor.

The display is 16 lines of 64 characters and the character is a 7x9 matrix. This requires that the video monitor have at least a bandwidth of 10MHz (no converted TV sets, please).

The documentation package, which is intended for the advanced hobbyist, is fairly complete in that all modifications were listed, however, there is not one mention of how the dip switch is to be set. Two minutes study of the schematic diagram will show the user the proper setting, but this could stymie someone who is not familiar with hardware.

The idea of generating video from microprocessor control is not new, with Don Lancaster's articles on cheap video, this product's unique quality is that throughput of the computer is only slightly degraded. This is due to high writing speeds of the memory and that vertical and horizontal sync are not generated by the microprocessor. Conceivably, the Thomas Video RAM with an old MP-A processor with another card to decode a port and read an EPROM would provide an economical alternative to the \$800-1000 terminals for the hobbyist who is on a limited budget.

NEW PRODUCTS

HEMENWAY ASSOCIATES, INC. 101 TREMONT ST. SUITE 208 BOSTON, MA 02108 (617) 426-1931



auly 11, 1979

FOR IMMEDIATE RELEASE

CP/68 " - A POWERFUL DISC-BASED OPERATING SYSTEM FOR 68000

The most powerful operating system evaluable for the 8800 femily of microprosessors. Chief ¹⁶ furnishes big system tealures and cognitions for inspirationally. A combination of mishfolty readent and transact community provide the system is fluidably. The user can even add his time community for the system (FIR), the Purpheral Internatings Program allows throughout of data between physical devices. Widocard operation of all data community for unanapparating.

Other landered of the operating system are

- · Complete Concession NO
- = Sequential and Ransom life seases methods
- Dynamic assocition and expension of little
- · Convert Res
- . Chaining and overlaying of user programs
- It it is in less than \$1 and can be relocated anywhere at common.
- Extended instruction set implicate 18 new 6800-type impressions (PSI/OL PUL/L etc.)
- All DOS servicios evaluados Principh a single dispension
- Easily interfaces to new devices and peripherals

As an added borus, all of Human-on Associate's other software runs more efficiently on CP-68 to The operating system augusta functions that STRUBAL + used to provide in its numbrus backings the operating system runs on Percom, ICOM, MSI, Smotia Signal, Maintpoint and SWTPC systems. OCM impuries syntaid.

NEWS RELEASE

Conversion package to run flex ullet on percondisk systems

Sun Antonio, Times-furly 11, 1679—facuto-sun Techniqui Proclace Corporation parameters have today that they were making evaluable a corresponding proclams of the well allow owners of Process date systems to use TEC enhance. The jointly developed analogue includes the FLEX[®]2.0 operating system. BASIC 3.5, a controller board (assembled and totald), a cobb connector and a full set of frestrictions and manuals.

This omitings is being offered in response to the many Percent owners who have inquired about using FLEX®. This will make it possible for owners of Percent systems to use a more complete and reliable DOS than has drawloadly been available for their equipment. It will make it possible for Percent owners to authorize programs with owners of all other types of EEDD/SECE systems. FLEX® is the most widely used DOS for EEDD/SECE computer systems. It is now equilibrie for all manufactures making these disk systems. The power-stor package includes a length disk copy utility and will run on all single, or double headed forbers available 5% Inch size delays.

The convention package sells for \$140,96 prepoled, from Boydhees Yachnical Produ-Corp. or your nation BMTPC dealer. Phone orders can be excepted if payment is by Vist, or Manter Charas.

> San Antonio, Texas 78216 (512) 344-0341

PLEXIT Is a restrict to the local former of Consultants let.

DO IT THIS WAY:

7D 1020 TST 6020 : BUSY? 3010 BMI 301D: YES, EXIT LDX 20: DATA POINTER LDAA X,0: GET DATA 3013 2B 0A 3015 DE 20 3018 A6 00 STAA E021 : OUTPUT 30 IA B7 E021 : UPDATE INX STX 20 30 LD 89 : POINTER DF 20 30 (E R18 : TO SCHEDULER 3020

THE SECOND REQUIREMENT, NOT OVER A MILLISECOND PER PASS THRU A ROUTINE, IS PERBAPS ALREADY MET BY THE FIRST FOR SUCH SIMPLE ROUTINES AS TRANSLATING DATA FROM ONE INPUT TO AN OUTPUT.

HERE IS A SIMPLE EXAMPLE

I WANT TO TYPE ON MY ASCII KEYBOARD AND TRANSLATE THE ASCII TO BAUDOT (BECAUSE I OWN PLENTY OF NICE 5-LEVEL BAUDOT PRINTERS THAT DIDN'T COST ANYTHING). I WANT TO HANDLE UPSHIFTS AND DOWNSHIFTS AS REQUIRED BY THE OUTPUT PRINTER IN BAUDOT. I WANT TO PRINT ON THE BAUDOT MACHINE.

THE TASK AT 1000 IS A SIMPLE INPUT ROUTINE FROM THE KEYBOARD, EXCEPT TURNED AROUND AS SHOWN ABOVE, SO THAT THE SUBROUTINE RETURNS INMEDIATELY IF NO CHARACTER IS READY.

THE TASK AT 2000 STARTS BY CHECKING TO SEE IF A CHARACTER IS WAITING, STORED IN TEMPORARY TI BY TASK 1000. IF NOT, RETURN INNEDIATELY.

THEN CHECK TO SEE IF THERE IS ROOM FOR AN OUTPUT CHARACTER IN TEMPORARY LOCATION T2. IF THERE IS NO ROOM, RETURN INCEDIATELY.

IF WE PASS THESE TESTS, CHECK TO SEE IF THE PRINTER IS IN THE SAME CASE AS THE NEW CHARACTER. IF NOT, WE WILL HAVE TO SHIFT. SO PUT THE PROPER SHIFT CHARACTER IN A SECOND TEMP. LOCATION, T2; THEN RECORD IN T3 THAT WE ARE NOW IN THE NEW CASE; THEN RETURN.

IF THE CASE IS CORRECT, TRANSLATE THE CHARACTER AND PUT IT IN T2: THEN RETURN.

THE THIRD TASK, AT 3000, LOOKS TO SEE IF THERE IS A CHARACTER WAITING IN TO. IF NOT. RETURN IMMEDIATELY.

T2. IF NOT, RETURN IMMEDIATELY.

IF THERE IS A CHARACTER, CHECK TO
SEE IF THE PRINTER IS BUSY. IF IT IS,
RETURN IMMEDIATELY.

IF WE PASS THESE TESTS, CRAB THE CHARACTER FROM T2 AND OUTPUT IT. THEN ZERO T2 AND RETURN.

YOU WILL NOTICE THAT THESE THREE TASKS EACH GO ABOUT THEIR BUSINESS QUITE INDEPENDENT OF THE OTHERS. THREE MORE TASKS COULD BE DOING THE SAME THING FOR ANOTHER INPUT, PERHAPS FROM HAUDOT, TO ANOTHER OUTPUT. ANOTHER TASK MIGHT BE WATCHING FOR TICKS ON A CLOCK, AND KEEPING TIME-OF-DAY UPDATED. AND YET ANOTHER MIGHT BE WATCHING FOR A SWITCH OR SOMETHING INDICATING A CALL TO GO BACK TO THE MONITOR,

THATS ALL THERE IS TO A SIMPLE MULTI-TASK ARRANGEMENT. CIVE IT A TRY THE NEXT TIME YOU HAVE ASYNCHRONOUS TASKS THAT DON'T SEEM TO FIT A STRAIGHT TOP-DOWN PROCESS.

N. J. THOMPSON 1615 WILDER # 401 HONOLULU HAWAII 96822

SWTPC RESET (fix)

Peter Bennett 4577 West 5th Ave. Vancouver, B.C., Canada

From time to time (usually while de-bugging machine language programs) I have found that the front panel RESET button on my SWTP MP-68 computer will not reset the computer, although grounding the RESET line on the mother board will reset the system.

Examination of the MP-A CPU card schematic reveals that the reset button triogers a 555 one-shot. IC II. The output of IC II passes through one section of IC I5, a DM8098/74366 Tri-state hex inverter before going to the rest of the system. Unfortunately, the state of IC I5 is controlled by the BUS AVAILABLE signal from the CPU so that, should the CPU execute a Wait For Interrupt instruction (or, possibly some of the undefined instructions), which will set the BUS AVAILABLE line high, this inverter will go to it's high impedence state, effectively disconnecting the reset button at the vary time it is most needed!

To solve this problem, this section of IC 15 can be replaced by an unused section of IC 10, a 7404 hex inverter, using the following procedure:

- Cut pin 9 of IC 10 (7404) free from the board (leave enough of the pin on the IC so that you can solder to it)
- Solder a short jumper from IC 10 pin 9 to IC
 II pin 3

 Solder a wire from IC 10 pin 8 to IC 15 (74366) pin 3

It is not neccessary to disconnect the unwanted section of IC 15.

With this modification, the processor will no longer be able to dissole the reset button.

This problem will only occur on the original MP-A CPU card, and not on the new MP-A2 card.

COMPUTERWARE announces the most powerful BASIC on the N6800. It has 26 commands, 27 functions, 20 statements, and 22 disk commands along with 9 This precision. digit KANDOM-ACCESS BASIC has Logical I/O which provides hardware independence and allows passing paramaters to and from assembly language subrountines. Some of the outstanding features "PRINT USING", "ON ERKOR", and "CALL". It can read text files as well as other BASIC programs. In the immediate can edit a line mode it without having to retype the " REPLACE" line. allows modified program to be saved to the disk under its original name. It allows the creation, easy manipulation, and even expansion of true RANDOM FILES. The random files can be accessed in a random manner or sequentially. There can be 10 sequential and 10 random files open concurrently. This is available for \$99 from 1512 Encinitas CUMPUTERWARE blvd. Encinitas CA. 92024. (714) 436-3512.

PERCOM ADDS 77-TRACK SINGLE- AND DOUBLE-DENSITY DRIVES TO LPD LIME OF MINI-DISK STORAGE SYSTEMS

Osrland, Texas - May 25, 1979 - Harold Mauch, President of Percom Data Company, announced here today that the company has expanded its line of LPD min1-dlsk systems for 6800/6809 computers to include 77-track single- and double-density storage systems. The LPD product line now includes LPD-800 m and LPD-1000 tm systems in addition to the LFO-400.

The LPD-800 tR etores 200X bytes in single-density format on 77 tracks, and is systisble in one-, two- and three-drive configurations.

The LFD-1000 is a dual-drive system that stores 400% bytes por disk -- 800% bytes per system -- In double-density format on 77-track disks.

Two LPD-1000 tm systems provide the user a total of 1.6M bytes of on-line storage.

A system is supplied complete with an SS-50 bus controller/ interface PC card, an operating system on EPROM, an operator's manual and an interconnecting cable.

The LFD-400/800 controller/interface accommodates up to three drives and the LFD-1000 controller/interface accommodates either one or two LFD-1000 dual-drive systems.

In addition to MINIDOS-PLUSX, the EPROM operating system aupplied with each drive system, Peroom also offers two advanced operating systems, INDEX tm and CP/68, for use with LPO drive systems.

The Operators Manual describes each system component and includes operation, service and maintenance procedures for the

Prices are as follows:

	LFD-800	LPD-100	
1-Drive	1 895.95		
2-Drive	\$1549.95	\$2495.0	
3-Drive	\$2195.95	-	
4-Drive		\$4950.0	

Drdera may be placed by dialing Percom's toll-free number, 1-800-527-1592, and may be paid by check or money order, COD, or charged to Visa or Master Charge credit accounts. Texas residents

Dealer inquirles are invited.

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Technical Systems Consultants, Inc.

new product announcement

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6809 CROSS ASSEMBLER RUNS ON 680

Designed to Operate under the FLEE" dist operating system on the 8800 microprocessor, this 6009 c ass assembl for fully computible with both 8809 and 6800 enemonics. Thus, existing 6800 source listings can be directly re-assembled to produce executable 6809 object code. It is also 6801 compatible. All standard ememonics and directives are supported including macros, conditional assembly, REG. SETDR, and both SET and EOU. A LIB function allows an external source file to be read during assembly of the main source. Warning mssages are supported and may be enabled or suppressed.

The software is available in binary form on a FLEX" 1.0 (8 inch) or FLEZP 2.0 (5 t/6 (ach) compatible disk. Namuel and disk are available for \$100.00 from Jachnical Systems Consultants. Inc., Box 2574. West Lafavatte, Indiana 47906. Phone (317) 463-2502.

129813 for 16K Static RAM Boards

GIMIX INC., announces that it is now delivering 2 versions of 16K static RAM boards for the SS 50 bus. Both use TMS 4044 RAMS. have gold bus connectors, and are tested at 2 MHz. They have DIP switch controllable addressing, write protect, and enabling of each 4K block which allows, for example, the user to put 4K in high memory for DOS, and the remaining 12K in low memory. With the above features only, the price is *29813. The deluxe version is socketted and GHOSTable (software controllable readdressing, write protect, and enabling of each 4K block) for 388%.

GIMIX® and GHOST® are registered trademarks of GIMIX INC.

MICROWARE NEW PRODUCT NEWSLETTER

APRIL . 1979

Thank you for your inquiry about our line of 6800 family hardware and software products. We are in the process of introducing some new software so our 1979 catalog will not be ready for some time. In the interim we are presenting new product information in this newsletter.

OPERATING SYSTEMS SUPPORT

Almost all Microwere softwere is available on cassettes for MIKBUG, RT/68, SMTBUG, etc. Also, our disk-based software is available for Scope Sional DOS. SMTPC. Niaiflex®, and Motarola MDDS. Me are corrently preparing versions for the new Fitx® and Percom IMDEX® disk observation systems as well.

6809 SOFTWARE

Notorale contracted Microware to produce the finest possible software for the 5009. The new software we have prepared for Motorola includes a new MSIC language system plus an operating system. This software will be available soon from Motorola and Microware. Mare are a few highlights:

BASIC#9 Language System

- * Morld's Egital microcomputer BASIC Interpreter
 Integrated compiler/interpreter/editor package
 Structured BASIC will seen run many PASICE programs with mis
 modification, plus competible with SATPC and Microsoft BASICs
 five data types: Floating-Bolat (94 digit accu acy); Integer
 (16 bit), Byte (8 bit), Boolean; and String (variable length)
 User-defined record data structuras (similar to pASOAL)
 Formatted I/O to multiple devices using 059
 Positian-independent, reentrant code
 Davica-independent | To in c njunction with 05-9
 Masked on ROM chip set

OS-9 Operating System

- Advanced design modeled after UNIX***
 Davice-independent I/O: cassette, disk, or user-supplied drivers (Microware will market driven ROPs for popular disk controllers)
 Random-access, hierarchal file structure
 Single- or multiple-page memory management
 Position-independent masted ROM
 Compatible time-sharing version will be available

In addition to the above, Microwane will be introducing a 6809 Macro Assembler, tot editor, and 6809 wersion of A/BASIC this specing and summer. We highly recommend that before purchasing a new 6809 CPU board or computer that you investigate its compatibility with this new software and existing 6800 hardwared PIRCOM and GINIX News indicated that their new 6809 boards will be compatible with this software and present 6800 hardware. SWIPC has declined to release any data about their 6809 CPU car to date.

* MINIFLEX and FLEX are trademarks of TSC
** INDEXIS a trademark of PERCOM
*** UNIX is a trademark of Sell Telephone Laboratories

SIMPLE MULTI-TASKING

Noel J. Thompson 1615 Wilder No. 401 Honolulu, Hawall 96822

IF THE CONCEPT OF MAKING YOUR MICRO DO MULTIPLE TASKS AT THE SAME TIME FRICHTENS YOU, PERHAPS WE CAN REDUCE MULTI-TASK OPERATIONS TO A SIMPLE LEVEL. THEN, WHEN YOU SEE HOW EASY IT IS, YOU MICHT GIVE IT A TRY.

MULTI-TASKING REQUIRES A SCHEDULER, A SUPERVISORY PROGRAM TO DECIDE WHICH TASK TO DO NEXT. HERE IS A SIMPLE SCHEDULER:

100	HD	1000	COSUB 1000
103	BD	2000	COSUB 2000
106	80	3000	COSUB 3000
109	92	92 92	ROOM FOR EXPAN

MBION 29 F2 BRANCH TO 100 100

THIS SCHEDULER 18 0F ROUND-ROBIN FORM, OSTENSIBLY CIVING EQUAL TIME TO EACH SUBROUTINE IN TURN. AND IT HAS NO CONTROL OF HOW MUCH TIME EACH TASK TAKES, SO WE REED SOME RULES, SUCH AS:

1) IF A TASK HAS TO WAIT FOR AN I/O DEVICE, IT SHOULD RETURN IMMEDIATELY INSTEAD, AND HOPE FOR BETTER LUCK NEXT (ALL MY PROGRAMS INCLUDE TIME. HOPE' INSTRUCTION, DONT YOURS?).

2) NO TASK SHOULD TAKE MORE THAN A MILLISECOND OR SO IN ONE PASS.

AS YOU CAN SEE. THE RESPONSIBILITY

AS YOU CAN SEE, THE RESPONSIBILITY
FOR CONTINUING OPERATION THRU THE LOOP IS
ABDICATED BY THE SCHEDULER, AND LEFT UP
TO THE TASKS THEMSELVES.
THIS ISN'T SO HORRIFYING IF YOU ARE
WRITING DEDICATED TASKS. AFTER ALL, YOU
HAVE MORE CONTROL OVER THE TASKS THAN YOU
HAVE OVER THE DRIVER IN FRONT OF YOU WHO CONTROLS THE TIME THRU YOUR DAILY DRIVING SCHEDULE.

NOW, HOW ARE YOU COING TO IMPLEMENT THE FIRST RULE FOR I/O PROCESSES? SIMPLY BY CHECKING, AS YOU ENTER A ROUTINE, WHETHER OR NOT THE PRINTER IS BUSY. DON'T DO IT THIS WAY:

TST E020 : BUSY FLAG BMI 3010 : LOOP IF BUSY 3010 7D E020 3013 2R FR LDX 20 : DATA POINTER LDAA X.0 : GET DATA 3015 DE 20 3018 A6 00 301A B7 E021 STAA E021 : OUIPUT 301D 08 XKI : UPDATE 301E STAA 20 : POINTER. **B7** 20 : TO SCHEDULER 3020 39

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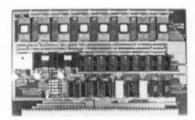
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THE CLASSICS



The first Micro Works PSB-08 PROM Board was assembled and burned in over two years ago—eons in the micro world. Designed as an efficient, cost-effective EPROM storage system for the SWTPC 6800, its flexibility accommodates all the new S-50 computers on the market—SWTPC 6809, GIMIX, MSI and Smoke Signal Broadcasting. The 2708 EPROM remains an inexpensive, capable media for storage of subroutines, I/O handlers, monitors and even BASIC interpreters while the cost and availability of 2716s still don't justify their purchase. PSB-08 has space for up to 8 2708 EPROMS and the following exclusive features:

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* Sorted Symbol table listing

* Hash-coded Symbol table COMMON section for the production of ROMable code Conditional Assembly for speed Hemenway Associates Inc. 101 Tremont St. Boston MA 02108 Title Company Name City State Zip () Check enclosed in the amount of \$...... () Bill MasterCharge (.) Bill VISA

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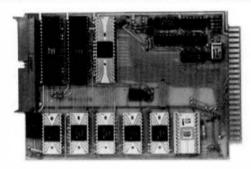
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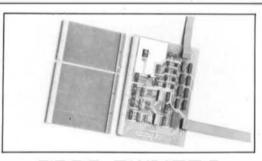
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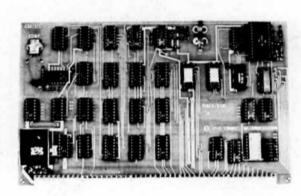
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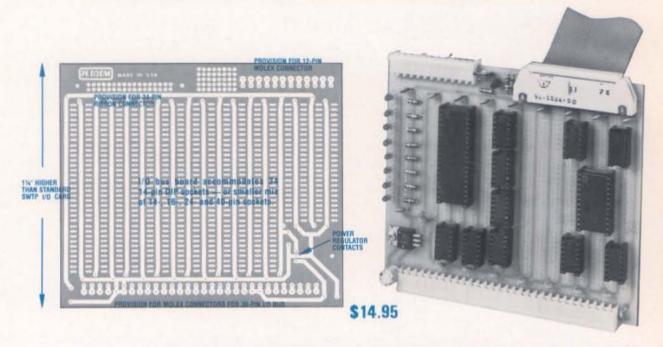


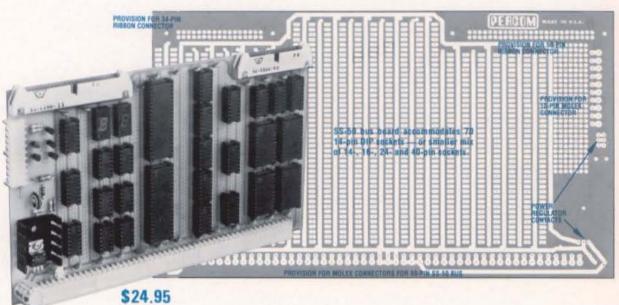


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